1. FrameUtil2

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| /\*  \* To change this license header, choose License Headers in Project Properties.  \* To change this template file, choose Tools | Templates  \* and open the template in the editor.  \*/  package com.hpe.pps.util;  import com.hpe.pps.view.CustomerFrame;  import com.hpe.pps.view.ProductFrame;  import java.util.HashMap;  import java.util.logging.Level;  import java.util.logging.Logger;  import javax.swing.JInternalFrame;  /\*\*  \* 工厂模式，生成内部窗体  \* @author yhy  \*/  public class FrameUtil2 {  //存放已生成的内部窗体  public static HashMap<String,JInternalFrame> framemap =  new HashMap<String,JInternalFrame>();  /\*\*  \* 根据指定的键值生成对应的内部窗体对象  \* @param framekey 窗体的键值  \* @return 内部窗体对象  \*  \*/  public static JInternalFrame buildFrame(Class clazz){  JInternalFrame inFrame = null;//初始化内部窗体  if(framemap.containsKey(clazz.getName())==true){  //已经存  inFrame = framemap.get(clazz.getName());  }else{  try {  //集合中没有（java的反射）  inFrame = (JInternalFrame) clazz.newInstance();  framemap.put(clazz.getName,inFrame);  } catch (InstantiationException ex) {  Logger.getLogger(FrameUtil2.class.getName()).log(Level.SEVERE, null, ex);  } catch (IllegalAccessException ex) {  Logger.getLogger(FrameUtil2.class.getName()).log(Level.SEVERE, null, ex);  }  //添加到集合(类名，内部窗体对象)  framemap.put(clazz.getName(), inFrame);    }  return inFrame;  }  } |

2. showFrame2方法

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| //显示内部窗体方法  public void showFrame2(Class clazz){  try {  //1 创建对象  JInternalFrame inframe = FrameUtil2.buildFrame(clazz);  //2 添加到桌面面板  this.mainDeskTopPane1.remove(inframe);  this.mainDeskTopPane1.add(inframe);  //3显示  //设置窗体显示位置  LocationUtil.setScreenCenter(inframe);  inframe.setVisible(true);  inframe.toFront();  inframe.setSelected(true);  } catch (PropertyVetoException ex) {  ex.printStackTrace();  }  } |

3.调用showFrame2

showFrame2(ProductFrame.class);