AWT & Swing

Sang Shin
Michèle Garoche
www.javapassion.com
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Topics

- Abstract Windowing Toolkit (AWT) vs. Swing
- AWT GUI Components
 - > Fundamental Window Classes
 - > Graphics
 - More AWT Components

Topics (Continued)

- Layout Managers
 - > The FlowLayout Manager
 - > The BorderLayout Manager
 - > The GridLayout Manager
 - > Panels and Complex Layouts
- Swing GUI Components
 - > Setting Up Top-Level Containers
 - > A JFrame Example
 - > A JOptionPane Example



AWT vs. Swing

Abstract Windowing Toolkit (AWT) vs. Swing

Similarities:

- Tools provided by Java for developing interactive GUI applications
- Provides GUI components that can be used in creating Java applications and applets

Java Foundation Classes (JFCs)

- Important part of the Java SDK
- Collection of APIs that simplifies development Java GUI applications
- > Primarily consists of five APIs
 - > AWT, Swing, Java2D, Accessibility, Drag and Drop

AWT vs. Swing

AWT

- Some AWT components use native code
- > Platform-dependent

Swing

- Written entirely using the Java programming language
- > Platform-independent
- Ensures applications deployed across different platforms have the same appearance
- > Built around a number of APIs that implement various parts of the AWT
 - > Can be used with AWT
- Can be considered as a replacement of AWT

AWT GUI Components: Fundamental Window Classes

 GUI components such as buttons or text fields are placed in containers.

AWT Class	Description	
Component	An abstract class for objects that can be displayed on the console and interact with the user. The root of all other AWT classes.	
Container	An abstract subclass of the <i>Component</i> class. A component that can contain other components.	
Panel	Extends the <i>Container</i> class. A frame or window without the titlebar, the menubar nor the border. Superclass of the <i>Applet</i> class.	
Window	Also extends <i>Container</i> class. A top-level window, which means that it cannot be contained in any other object. Has no borders and no menubar.	
Frame	me Extends the <i>Window</i> class. A window with a title, menubar, border, resizing corners. Has four constructors, two of which have the follow signatures:	
	Frame()	
	Frame(String title)	

AWT GUI Components: Window Class Methods

- Setting the size of the window: void setSize(int width, int height) void setSize(Dimension d)
 - > Dimension d has width and height as fields
- A window by default is not visible. Setting its visibility:
 - void setVisible(boolean b)
 - > If b is true, window is set to be visible

AWT GUI Components: Fundamental Window Classes

Frame objects are usually used in designing GUI applications

```
import java.awt.*;
/* Try the availble buttons in the frame */
public class SampleFrame extends Frame {
   public static void main(String args[]) {
        SampleFrame sf = new SampleFrame();
        sf.setSize(100, 100);
        sf.setVisible(true);
}
```

AWT GUI Components: Graphics

• Graphics class (abstract) methods:

drawLine()	drawPolyline()	setColor()
fillRect()	drawPolygon()	getFont()
drawRect()	fillPolygon()	setFont()
clearRect()	getColor()	drawString()

Color class constructors

Constructor Format	Description
Color(int r, int g, int b)	Integer value is from 0 to 255.
Color(float r, float g, float b)	Float value is from 0.0 to 1.0.
Color(int rgbValue)	Value range from 0 to 2 ²⁴ -1 (black to white).
	Red: bits 16-23
	Green: bits 8-15
	Blue: bits 0-7

AWT GUI Components: *Graphics* **Example**

```
import java.awt.*;
  public class GraphicPanel extends Panel {
     GraphicPanel() {
3
        setBackground(Color.black);
4
     }
5
     public void paint(Graphics g) {
6
        g.setColor(new Color(0,255,0)); //green
7
        g.setFont(new Font("Helvetica", Font.PLAIN, 16));
8
        g.drawString("Hello GUI World!", 30, 100);
9
        g.setColor(new Color(1.0f,0,0)); //red
10
        g.fillRect(30, 100, 150, 10);
11
12
13 //continued...
```

AWT GUI Components: *Graphics* **Example**

```
/* need to place Panel in Frame or other Window */
14
     public static void main(String args[]) {
15
        Frame f = new Frame("Testing Graphics Panel");
16
        GraphicPanel qp = new GraphicPanel();
17
        f.add(gp);
18
        f.setSize(600, 300);
19
        f.setVisible(true);
20
21
22 }
```

More AWT Components

- AWT controls
 - Components that allow the user to interact with a GUI application
 - > Subclasses of the component class

La bel	Button	Choice
TextField	Checkbox	List
TextArea	CheckboxGroup	Scrollbar

More AWT Components: Example

```
import java.awt.*;
  class FrameWControls extends Frame {
     public static void main(String args[]) {
3
        FrameWControls fwc = new FrameWControls();
4
        fwc.setLayout(new FlowLayout());
5
        fwc.setSize(600, 600);
6
        fwc.add(new Button("Test Me!"));
7
        fwc.add(new Label("Labe"));
8
        fwc.add(new TextField());
9
        CheckboxGroup cbg = new CheckboxGroup();
10
        fwc.add(new Checkbox("chk1", cbg, true));
11
        fwc.add(new Checkbox("chk2", cbg, false));
12
        fwc.add(new Checkbox("chk3", cbg, false));
13
14 //continued...
```

More AWT Components: Example

```
List list = new List(3, false);
15
         list.add("MTV");
16
         list.add("V");
17
         fwc.add(list);
18
         Choice chooser = new Choice();
19
        chooser.add("Avril");
20
         chooser.add("Monica");
21
         chooser.add("Britney");
22
         fwc.add(chooser);
23
         fwc.add(new Scrollbar());
24
         fwc.setVisible(true);
25
26
27 }
```



Layout Managers

Layout Managers

- Definition:
 - Determines the position and size of the multiple components within a container
 - Soverns the layout of theses components in the container

- Some of the layout managers in Java
 - > FlowLayout
 - > BorderLayout
 - > GridLayout
 - > GridBagLayout
 - > CardLayout

Layout Managers: Methods

- Setting the layout manager:
 void setLayout(LayoutManager mgr)
 - > Can pass *null*, no layout manger in use
- If no layout manager is used, need to position the elements manually

```
public void setBounds(int x, int y,
  int width, int height)
```

- Method of the Component class
- Quite difficult and tedious if you have several Component objects
 - > Need to call this method for each object

- Default manager for the Panel class and its subclasses
 - The Applet class is a subclass of Panel
- Positions the components in a left to right and top to bottom manner, starting at the upper-left hand corner

Has three constructors:

FlowLayout Constructors

FlowLayout()

Creates a new FlowLayout object with the center alignment and 5-unit horizontal and vertical gap applied to the components by default.

FlowLayout(int align)

Creates a new FlowLayout object with the specified alignment and the default 5-unit horizontal and vertical gap applied to the components.

FlowLayout(int align, int hgap, int vgap)

Creates a new FlowLayout object with the first argument as the alignment applied and the hgap-unit horizontal and vgap-unit vertical gap applied to the components.

- Gap
 - > Spacing between the components
 - Measured in pixels

Possible alignment values:

```
FlowLayout.LEFT
FlowLayout.CENTER
FlowLayout.RIGHT
```

```
import java.awt.*;
  class FlowLayoutDemo extends Frame {
2
     public static void main(String args[]) {
3
        FlowLayoutDemo fld = new FlowLayoutDemo();
4
        fld.setLayout(new FlowLayout(FlowLayout.RIGHT,
5
                                       10, 10));
6
        fld.add(new Button("ONE"));
7
        fld.add(new Button("TWO"));
8
        fld.add(new Button("THREE"));
9
        fld.setSize(100, 100);
10
        fld.setVisible(true);
11
12
13 }
```

Sample output:



- Default layout for Window objects and its subclasses
 - Includes those of Frame and Dialog type
- Divides Container object into five parts where Component objects are added
 - North stretch horizontally
 - South stretch horizontally
 - East adjust vertically
 - > West adjust vertically
 - > Center adjusts in both directions

Has two constructors

BorderLayout Constructors

BorderLayout()

Creates a new BorderLayout object with no spacing applied among the different components.

BorderLayout(int hgap, int vgap)

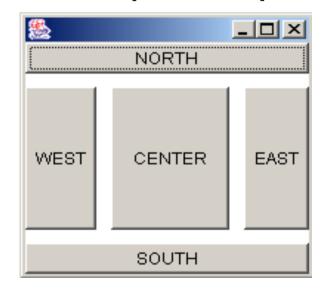
Creates a new BorderLayout object with hgap-unit horizontal and vgap-unit spacing applied among the different components.

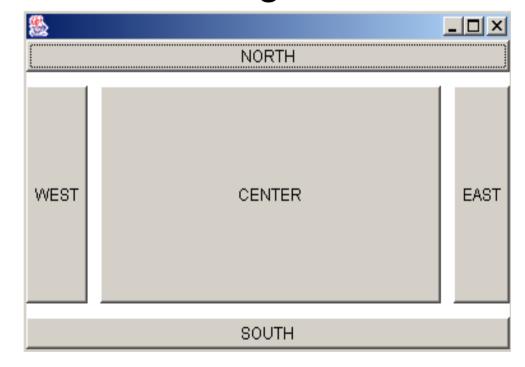
Parameters hgap and vgap refers to the spacing between the components within the container

- Adding a component to a specified region:
 - Use the add method and pass two arguments:
 - > Component to add
 - > Region where the component is to be positioned
 - > Only one component can be placed in one region
- Valid regions:
 - > BorderLayout.NORTH
 - > BorderLayout.SOUTH
 - > BorderLayout.EAST
 - > BorderLayout.WEST
 - > BorderLayout.CENTER

```
import java.awt.*;
  class BorderLayoutDemo extends Frame {
2
     public static void main(String args[]) {
3
       BorderLayoutDemo bld = new BorderLayoutDemo();
4
       bld.setLayout(new BorderLayout(10, 10));
5
       bld.add(new Button("NORTH"), BorderLayout.NORTH);
6
       bld.add(new Button("SOUTH"), BorderLayout.SOUTH);
7
       bld.add(new Button("EAST"), BorderLayout.EAST);
8
       bld.add(new Button("WEST"), BorderLayout.WEST);
9
       bld.add(new Button("CENTER"), BorderLayout.CENTER);
10
       bld.setSize(200, 200);
11
       bld.setVisible(true);
12
13
14 }
```

Sample output:
 After resizing:





- Like FlowLayout
 - Positions components from left to right and top to bottom
 - Starts adding components at the upper-lefthand corner

- Divides the container into a number of rows and columns
 - > Regions are equally sized
 - > Ignores the component's preferred size

Has the following constructors:

GridLayout Constructors

GridLayout()

Creates a new GridLayout object with a single row and a single column by default.

GridLayout(int rows, int cols)

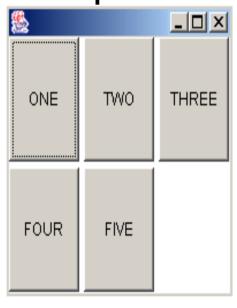
Creates a new GridLayout object with the specified number of rows and columns.

GridLayout(int rows, int cols, int hgap, int vgap)

Creates a new GridLayout object with the specified number of rows and columns. hgap-unit horizontal and vgap-unit vertical spacings are applied to the components.

```
import java.awt.*;
  class GridLayoutDemo extends Frame {
     public static void main(String args[]) {
3
        GridLayoutDemo gld = new GridLayoutDemo();
4
        gld.setLayout(new GridLayout(2, 3, 4, 4));
5
        gld.add(new Button("ONE"));
6
        gld.add(new Button("TWO"));
7
        gld.add(new Button("THREE"));
8
        gld.add(new Button("FOUR"));
9
        gld.add(new Button("FIVE"));
10
        gld.setSize(200, 200);
11
        qld.setVisible(true);
12
13
14 }
```

Sample



After



- For more complex layouts
 - Can combine the different layout managers
 - > Use of panels at the same time
- Recall:
 - > A Panel is a Container and a Component
 - Can insert Components into the Panel
 - > Can add Panel to a Container

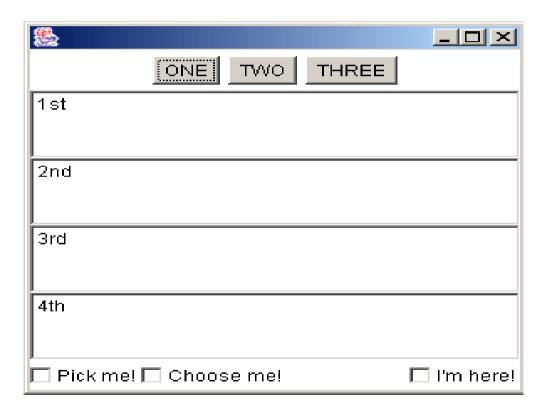
```
import java.awt.*;
  class ComplexLayout extends Frame {
2
     public static void main(String args[]) {
3
        ComplexLayout cl = new ComplexLayout();
4
        Panel panelNorth = new Panel();
5
        Panel panelCenter = new Panel();
6
        Panel panelSouth = new Panel();
7
        /* North Panel */
8
        //Panels use FlowLayout by default
9
        panelNorth.add(new Button("ONE"));
10
        panelNorth.add(new Button("TWO"));
11
        panelNorth.add(new Button("THREE"));
12
13 //continued...
```

```
/* Center Panel */
14
        panelCenter.setLayout(new GridLayout(4,1));
15
        panelCenter.add(new TextField("1st"));
16
        panelCenter.add(new TextField("2nd"));
17
        panelCenter.add(new TextField("3rd"));
18
        panelCenter.add(new TextField("4th"));
19
        /* South Panel */
20
        panelSouth.setLayout(new BorderLayout());
21
        panelSouth.add(new Checkbox("Choose me!"),
22
                                    BorderLayout.CENTER);
        panelSouth.add(new Checkbox("I'm here!"),
23
                                    BorderLayout.EAST);
24
        panelSouth.add(new Checkbox("Pick me!"),
25
                                    BorderLayout.WEST);
26
27 //continued...
```

```
/* Adding the Panels to the Frame container */
2.8
        //Frames use BorderLayout by default
29
        cl.add(panelNorth, BorderLayout.NORTH);
30
        cl.add(panelCenter, BorderLayout.CENTER);
31
        cl.add(panelSouth, BorderLayout.SOUTH);
32
        cl.setSize(300,300);
33
        cl.setVisible(true);
34
35
36 }
```

Panels and Complex Layouts

Sample output:





- Package is found in javax.swing
- Written entirely using Java
 - Have the same look and feel even when executed on different platforms
- Provides more interesting components
 - Color chooser
 - Option pane

- Names of the Swing GUI components are almost similar to that of AWT
 - Name of AWT components but prefixed with J
 - > Example:
 - > AWT: Button class
 - > Corresponding Swing component: *JButton* class

Swing Component	Description
JComponent	The root class for all Swing components, excluding top-level containers.
JButton	A "push" button. Corresponds to the <i>Button</i> class in the AWT package.
JCheckBox	An item that can be selected or deselected by the user. Corresponds to the $Checkbox$ class in the AWT package.
JFileChooser	Allows user to select a file. Corresponds to the <i>FileChooser</i> class in the AWT package.
JTextField	Allows for editing of a single-line text. Corresponds to <i>TextField</i> class in the AWT package.
JFrame	Extends and corresponds to the <i>Frame</i> class in the AWT package but the two are slightly incompatible in terms of adding components to this container. Need to get the current content pane before adding a component.
JPanel	Extends <i>JComponent</i> . A simple container class but not top-level. Corresponds to <i>Panel</i> class in the AWT package.

Swing Component	Description
JApplet	Extends and corresponds to the <i>Applet</i> class in the AWT package. Also slightly incompatible with the <i>Applet</i> class in terms of adding components to this container.
JOptionPane	Extends <i>JComponent</i> . Provides an easy way of displaying pop-up dialog box.
JDialog	Extends and corresponds to the <i>Dialog</i> class in the AWT package. Usually used to inform the user of something or prompt the user for an input.
JColorChooser	Extends JComponent. Allow the user to select a color.

Swing: Setting Up Top-Level Containers

- Top-level containers in Swing are slightly incompatible with those in AWT
 - > In terms of adding components to the container
- Adding a component to the container:
 - > Get the content pane of the container
 - > Use the getContentPane method
 - > Add components to the content pane
 - > Still use the add method

```
import javax.swing.*;
 import java.awt.*;
3 class SwingDemo {
     JFrame frame;
4
     JPanel panel;
5
     JTextField textField;
6
     JButton button;
7
     Container contentPane;
8
     public static void main(String args[]) {
9
        SwingDemo sd = new SwingDemo();
10
        sd.launchFrame();
11
12
13 //continued...
```

```
void launchFrame() {
14
       /* initialization */
15
       frame = new JFrame("My First Swing Application");
16
       panel = new JPanel();
17
       textField = new JTextField("Default text");
18
       button = new JButton("Click me!");
19
       contentPane = frame.getContentPane();
20
       //add components to panel-FlowLayout by default
21
       panel.add(textField);
22
       panel.add(button);
23
       /* add components to contentPane- BorderLayout */
24
       contentPane.add(panel, BorderLayout.CENTER);
25
       frame.pack(); //Size of frame based on components
26
       frame.setVisible(true);
27
28
29 }
```

- The java.awt package is still imported
 - The layout managers in use are defined in this package
 - Siving a title to the frame and packing the components within the frame is applicable for AWT frames too
- Coding convention:
 - Declare components as fields
 - > A *launchFrame* method is defined:
 - > Initialization and addition of components
 - No longer just extend the Frame class
 - > Advantage: organized and easier to add event handling codes

Sample output:



Swing: A JOptionPane Example

```
import javax.swing.*;
2 class JOptionPaneDemo {
     JOptionPane optionPane;
3
     void launchFrame() {
4
        optionPane = new JOptionPane();
5
        String name = optionPane.showInputDialog(
6
                              "Hi, what's your name?");
7
        optionPane.showMessageDialog(null,
8
               "Nice to meet you, " + name + ".",
9
               "Greeting...", optionPane.PLAIN MESSAGE);
10
        System.exit(0);
11
12
     public static void main(String args[]) {
13
        new JOptionPaneDemo().launchFrame();
14
```

Sample output:



Summary

- Abstract Windowing Toolkit (AWT) vs. Swing
 - > Similarities
 - > Differences
- AWT GUI Components
 - > Fundamental Window Classes
 - > Component, Container, Window, Frame, Panel
 - > Graphics
 - > Methods and the Color class
 - More AWT Components
 - > Label, TextField, TextArea, Button, Checkbox, CheckboxGroup, Choice, List, Scrollbar

Summary

- Layout Managers
 - > The FlowLayout Manager
 - > The BorderLayout Manager
 - > The *GridLayout* Manager
 - Creating Complex Layouts
- Swing GUI Components
 - > Setting Up Top-Level Containers
 - > Use getContentPane method
 - > Use add method
 - > JFrame, JOptionPane

Thank you!

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