JTableFrameViewer.java

JTableFrame.java

```
import java.awt.*;
import javax.swing.*;
import javax.swing.table.*;
public class JTableFrame extends JFrame
   public double factorial (int n)
       if (n \le 1)
           return 1.0;
          return n*factorial(n-1);
   }
   public JTableFrame()
      this.setSize(1200,300);
            // column headings
      String headings [] = {"n", "n^2", "n^3", "2^n", "3^n", "n!"};
            // put table entries in an array
      String table[][] = new String[10][6];
      for (int i=0; i<10; i++)
         int j=(i+1)*10;
         table[i][0] = ""+j;
         table[i][1] = ""+(int) Math.pow(j,2);
         table[i][2] = ""+(int) Math.pow(j,3);
         table[i][3] = ""+Math.pow(2,j);
         table[i][4] = ""+Math.pow(3,j);
         table[i][5] = ""+factorial(j);
```

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```
//create JTable with this array and headings
JTable tableList = new JTable(table, headings);
tableList.setFont(new Font("Courier New",Font.PLAIN,12));

//add table to scrollpane to make it scrollable
JScrollPane scroll = new JScrollPane(tableList);
add(scroll,BorderLayout.CENTER);
}
```

RectangleComponentViewer.java

```
import javax.swing.JFrame;

/**
    This program displays a RectangleComponent

*/
public class RectangleComponentViewer
{
    public static void main(String[] args)
    {
        final RectangleComponent component = new RectangleComponent();
        JFrame frame = new JFrame();
        frame.add(component);
        frame.setSize(FRAME_WIDTH, FRAME_HEIGHT);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setVisible(true);
    }

    private static final int FRAME_WIDTH = 300;
    private static final int FRAME_HEIGHT = 400;
}
```

RectangleComponent.java

```
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.Rectangle;
import javax.swing.JComponent;
import java.awt.event.MouseListener;
import java.awt.event.MouseEvent;

/**
    This component lets the user move a rectangle by clicking the mouse.
*/
public class RectangleComponent extends JComponent
    implements MouseListener
{
    public RectangleComponent()
```

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```
// The rectangle that the paint method draws
   box = new Rectangle(BOX_X, BOX_Y, BOX_WIDTH, BOX_HEIGHT);
   addMouseListener(this);
public void paintComponent(Graphics g)
   Graphics2D g2 = (Graphics2D) g;
   g2.draw(box);
}
   Moves the rectangle to the given location.
   @param x the x-position of the new location
   @param y the y-position of the new location
public void moveTo(int x, int y)
   box.setLocation(x, y);
   repaint();
public void mousePressed(MouseEvent event)
   int x = event.getX();
   int y = event.getY();
   moveTo(x, y);
}
   // Do-nothing methods
public void mouseReleased(MouseEvent event) {}
public void mouseClicked(MouseEvent event) {}
public void mouseEntered(MouseEvent event) {}
public void mouseExited(MouseEvent event) {}
private Rectangle box;
private static final int BOX_X = 100;
private static final int BOX_Y = 100;
private static final int BOX_WIDTH = 20;
private static final int BOX_HEIGHT = 30;
```

JFileChooserDemo.java

```
import java.awt.*;
import javax.swing.*;
// demonstrate a JFileChooser
public class JFileChooserDemo {
  public static void main(String[] args)
       // construct a simple frame
      JFrame frame = new JFrame();
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
      frame.setSize(300,200);
      JPanel panel = new JPanel();
      JLabel label = new JLabel("Choose a file");
      panel.setLayout(new BorderLayout());
      panel.add(label,BorderLayout.NORTH);
      JLabel label2 = new JLabel("");
      panel.add(label2,BorderLayout.CENTER);
      frame.add(panel);
      frame.setVisible(true);
      // open a JFileChooser object
      JFileChooser chooser = new JFileChooser();
      int returnVal = chooser.showOpenDialog(frame);
      // if file chosen, confirm the details
      if (returnVal == JFileChooser.APPROVE OPTION) {
         label2.setText("You chose to open this file: " +
                  chooser.getSelectedFile().getName());
   }
```

CloseDemoViewer.java

```
import javax.swing.*;

// Constructs a simple frame with a single exit button

// Disables normal exit button on top right of window

public class CloseDemoViewer {
    public static void main(String[] args)
    {
        // construct a simple frame
        JFrame frame = new CloseDemo();
        frame.setDefaultCloseOperation(JFrame.DO_NOTHING_ON_CLOSE);
        frame.setSize(100,100);
        frame.setVisible(true);
    }
}
```

CloseDemo.java

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class CloseDemo extends JFrame implements ActionListener
{
    public CloseDemo()
    {
        JButton button = new JButton("Exit");
        button.addActionListener(this);
        JPanel panel = new JPanel();
        panel.add(button);
        add(panel);
    }

    public void actionPerformed(ActionEvent e)
    {
        System.exit(0);
    }
}
```