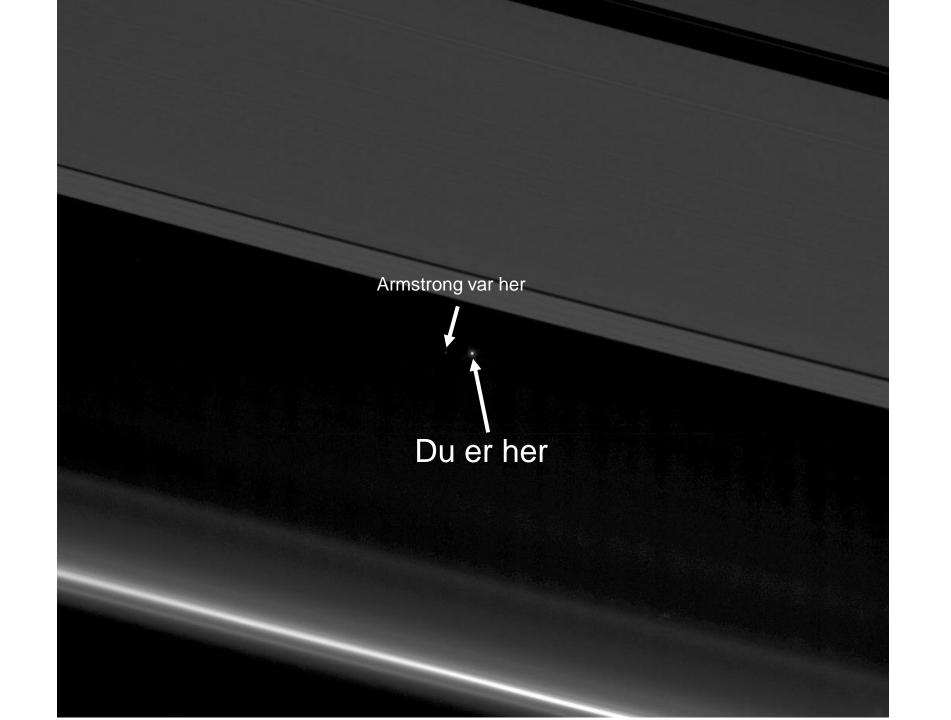


PGR 101 Objektorientert Programmering 2 Vår 2017

# Forelesning 25.4.17

(Stein Marthinsen – <u>marste@westerdals.no</u>)



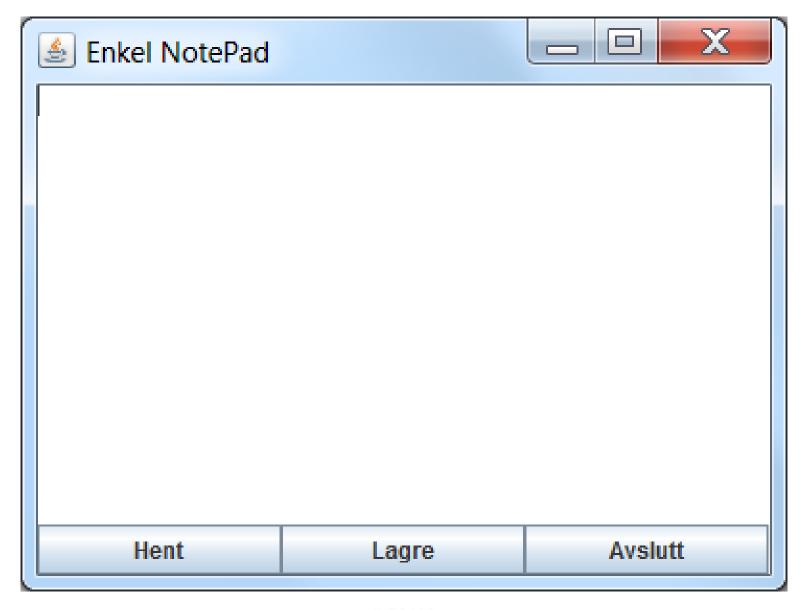
# Dagens agenda

- Mer filbehandling
- Anonym indre klasse
- JScrollPane
- JTextArea-metoder
  - setLineWrap
  - setWrapStyleWord
- Menyer

Huskelapp-applikasjonen

Last ned/åpne Note.java (fra forrige gang!)

# Huskelapp-applikasjonen

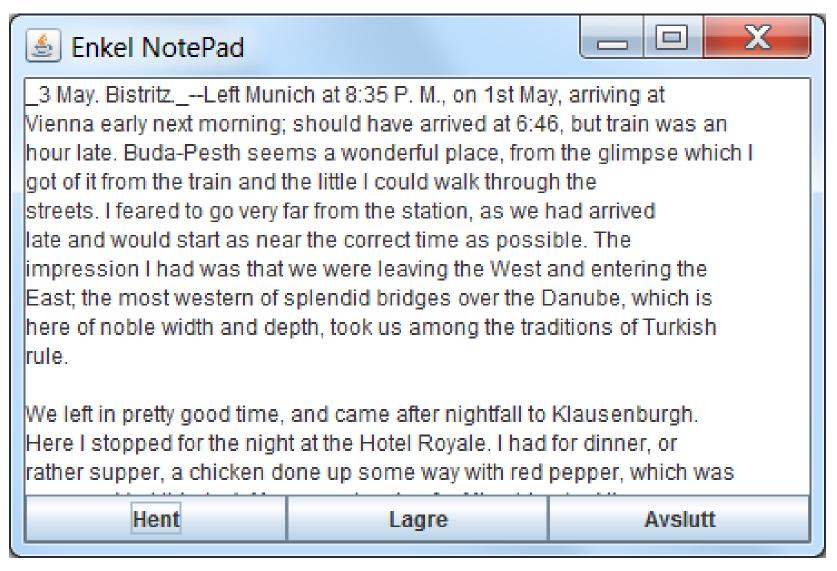


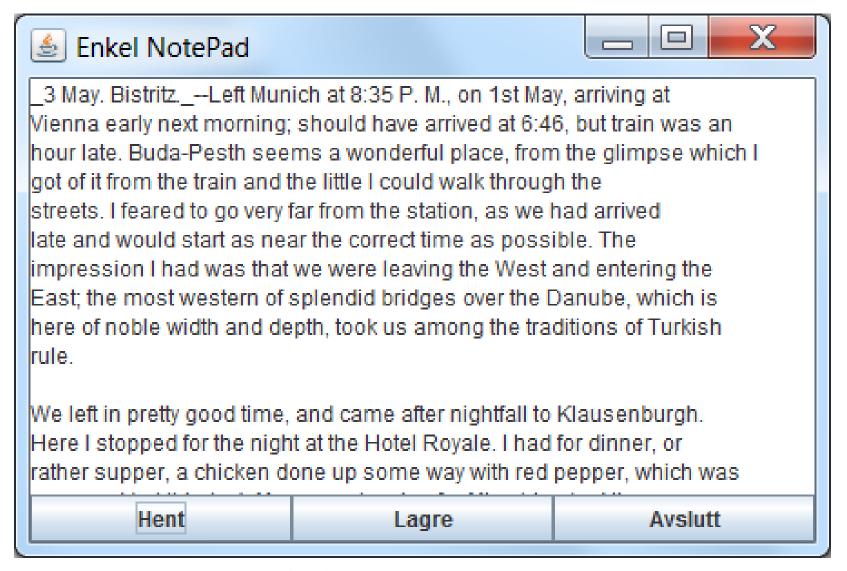
Kan også brukes som en vanlig tekst-editor.

Skrive tekst

Lagre

Hente





Teksten har for mange linjer til å få plass i vinduet!

# Løsning – JScrollPane

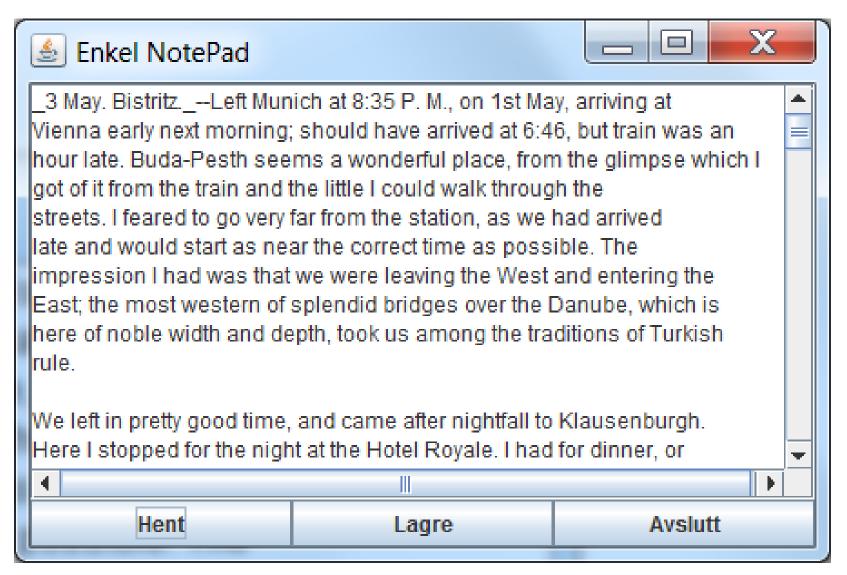
#### Slik er det:

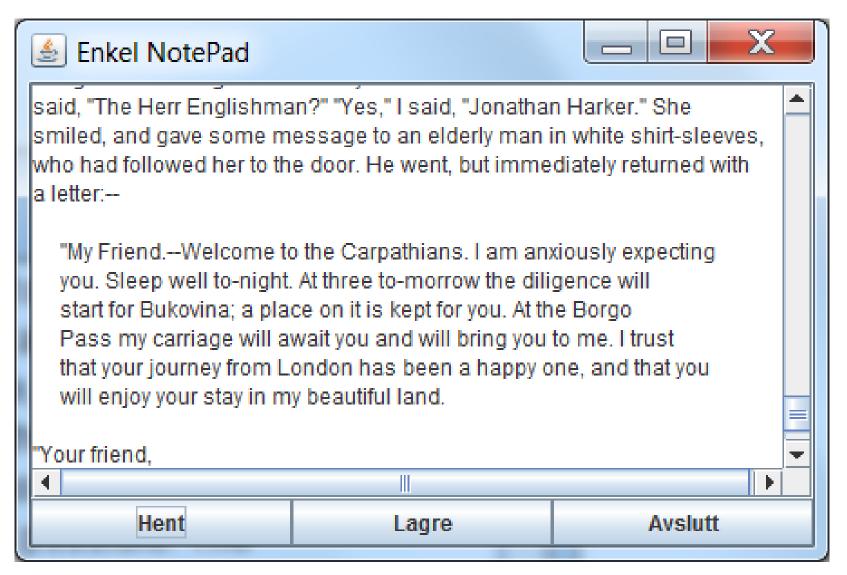
```
txaTextArea = new JTextArea();
add(txaTextArea, BorderLayout.CENTER);
```

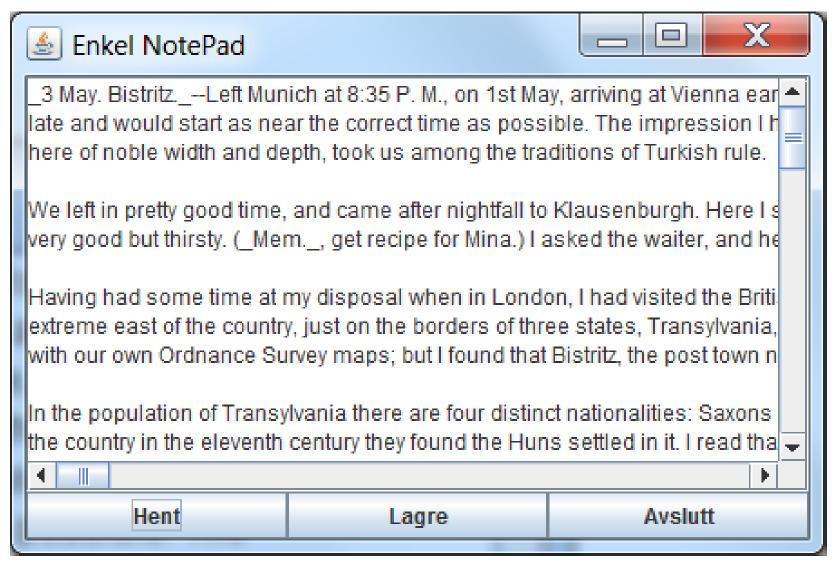
### Legger til et rullefelt:

```
txaTextArea = new JTextArea(); Baseres på tekstområdet
JScrollPane jsc = new JScrollPane(txaTextArea);
add(jsc, BorderLayout.CENTER);
```

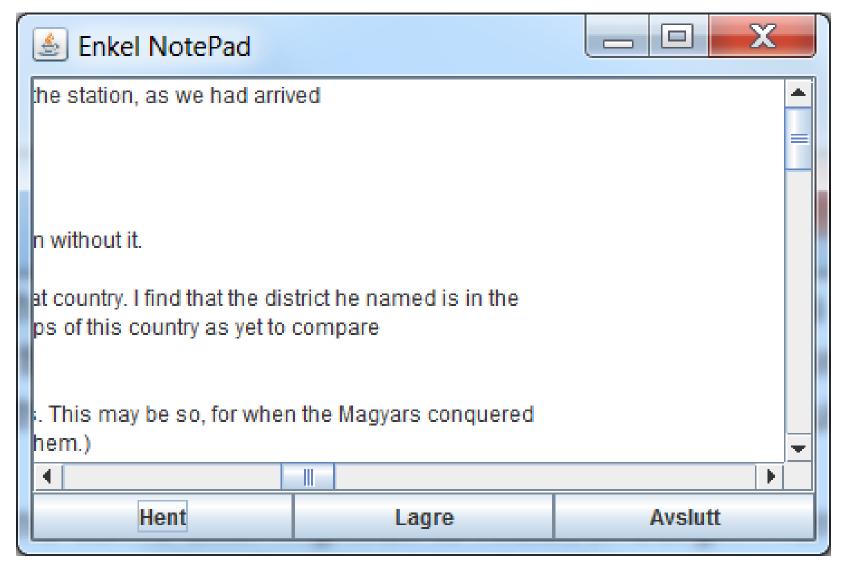
Rullefeltet (ikke tekstområdet) legges i vinduet!







Teksten kan også "rulles" fram og tilbake hvis linjene er for lange!

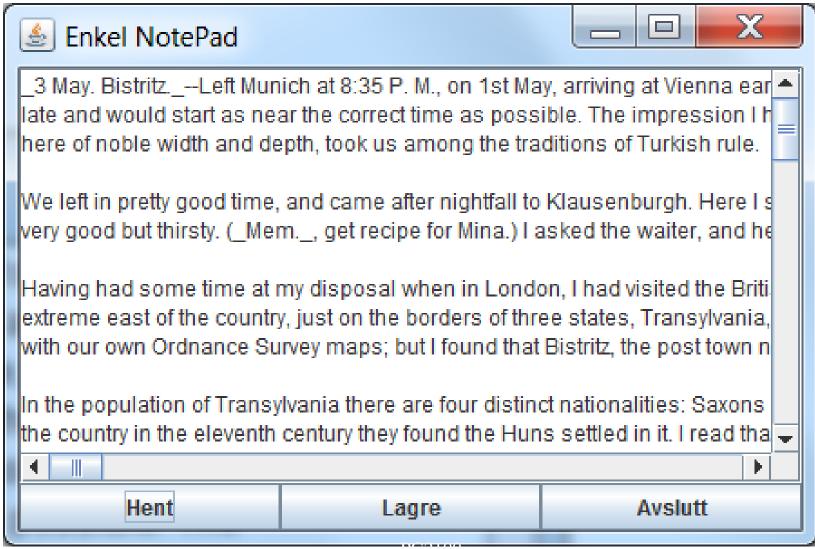


Teksten kan også "rulles" fram og tilbake hvis linjene er for lange!

Eller bedre – "brekker" linjene:

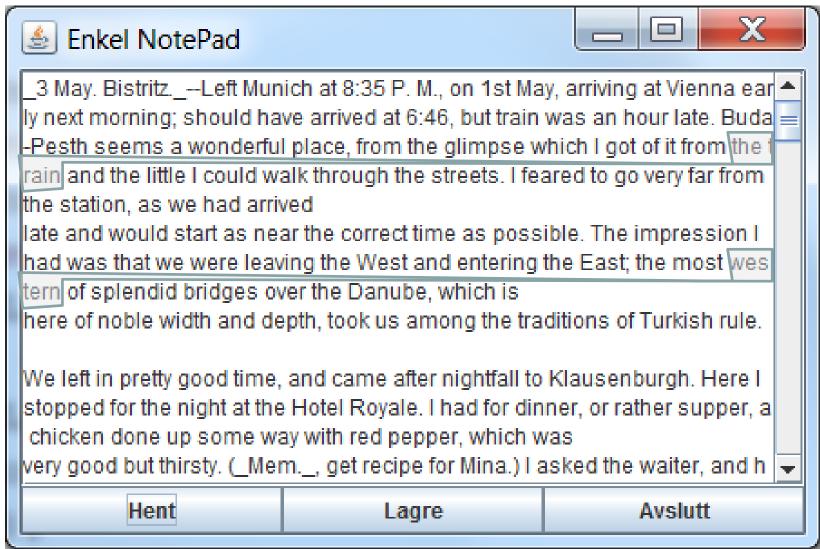
txaTextArea.setLineWrap(true);

#### Eller bedre...



25.04.2017 PG2100

### "Brekker" linjene:

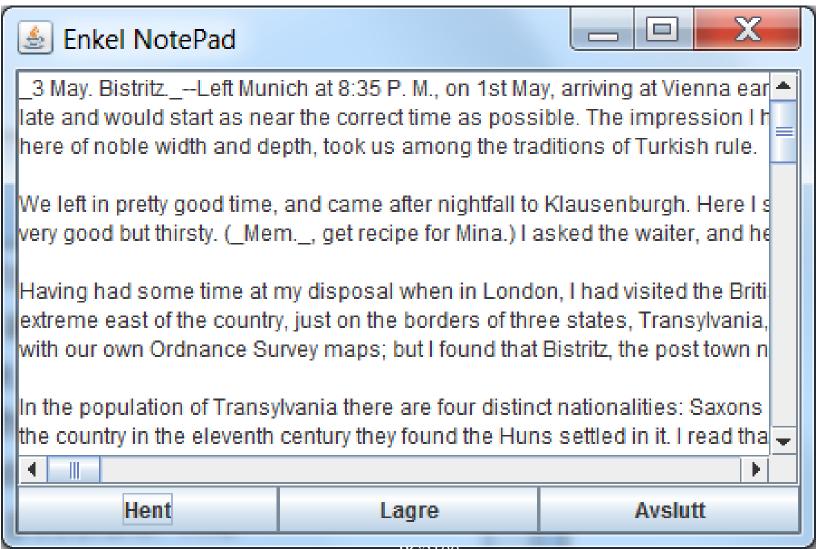


25.04.2017 PGZ100

Enda bedre – brekker linjene i forhold til *ord*:

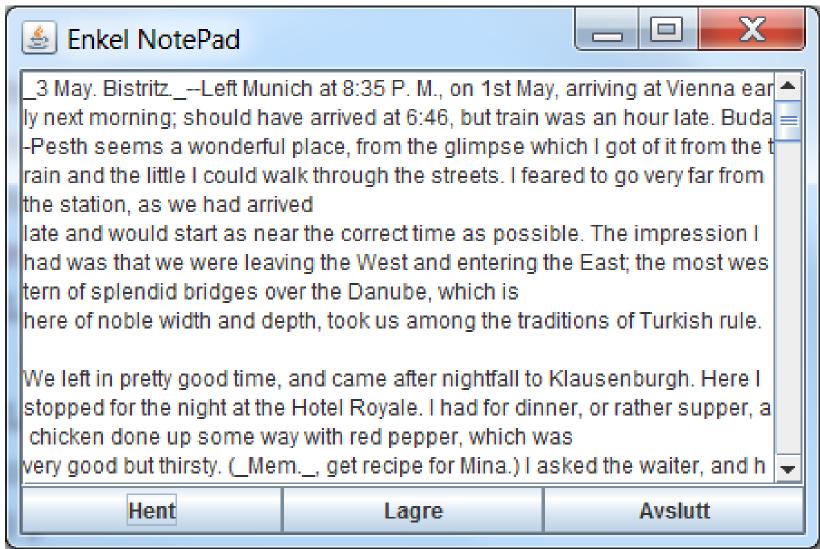
txaTextArea.setWrapStyleWord(true);

# Brekker ikke linjene (men har rullefelt):



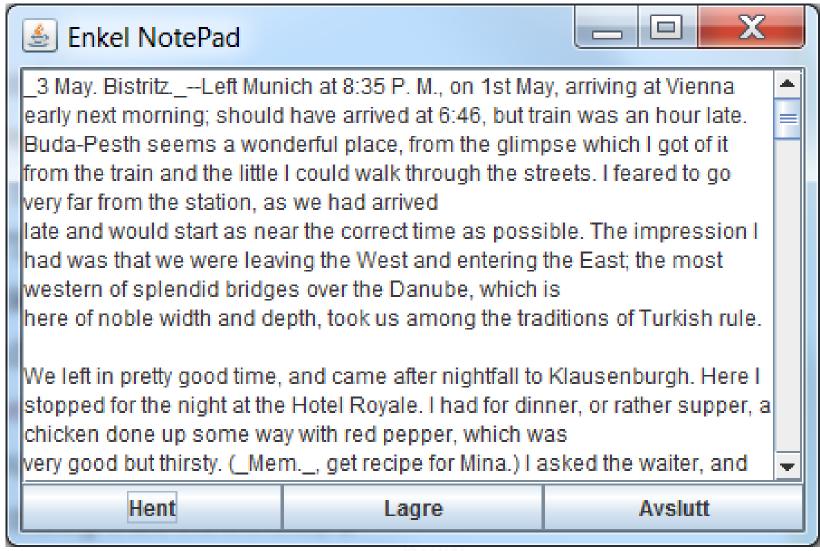
25.04,2017 PG2100

### Brekker linjene:



25.04.2017 PG2100

### Brekker linjene i forhold til ord



25.04.2017 PGZ100

# **JTextArea**

void	setFont(Font f) Sets the current font.
void	<pre>setLineWrap(boolean wrap) Sets the line-wrapping policy of the text area.</pre>
void	setRows(int rows) Sets the number of rows for this TextArea.
void	<pre>setTabSize(int size) Sets the number of characters to expand tabs to.</pre>
void	setWrapStyleWord(boolean word) Sets the style of wrapping used if the text area is wrapping lines

```
public Note () {
    super("Enkel NotePad");
    JPanel pnlSouth =
        new JPanel (new GridLayout (1, 3));
    btnOpen = new JButton("Hent");
    btnSave = new JButton("Lagre");
    btnExit = new JButton("Avslutt");
    btnOpen.addActionListener(this);
    btnSave.addActionListener(this);
    btnExit.addActionListener (skal se på en alternativ måte!
```

```
pnlSouth.add(btnOpen);
pnlSouth.add(btnSave);
pnlSouth.add(btnExit);
txaTextArea = new JTextArea();
txaTextArea.setLineWrap(true);
txaTextArea.setWrapStyleWord(true);
JScrollPane jsc = new JScrollPane(txaTextArea);
add(jsc, BorderLayout.CENTER);
add(pnlSouth, BorderLayout.SOUTH);
setSize(450,300);
setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
setVisible(true);
```

# Knytte en lytter til btnExit:

Slik har vi gjort det:

```
btnExit.addActionListener(this);
```

# Anonym indre klasse

Alternativ måte – oppretter en lytter idet vi knytter den til knappen:

```
btnExit.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        System.exit(0);
    }
});
```

Det er praktisk når actionPerformed ikke inneholder mye!

```
public void actionPerformed(ActionEvent e) {
   Object clicked = e.getSource();
   if (clicked == btnOpen) {
        txaTextArea.setText("");
        try{
            String fileName =
                showInputDialog(this, "Filnavn");
            Scanner fileIn =
                new Scanner(new File(fileName));
            while (fileIn.hasNext()) {
                String data = fileIn.nextLine();
                txaTextArea.append(data + "\n");
            fileIn.close();
        }catch (IOException ioex) {
            JOptionPane.showMessageDialog(
                this, "IO-feil: "
                + ioex.getMessage());
     else
```

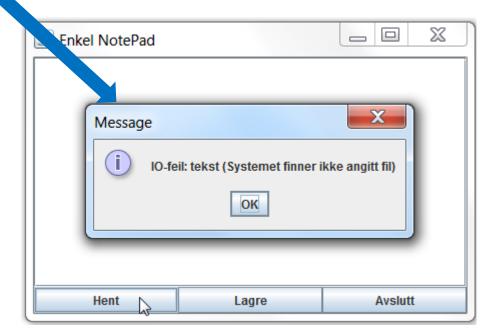
for de to andre knappene

# actionPerformed for de to andre knappene

```
}catch (IOException ioex) {
    JOptionPane.showMessageDialog(
    this, "IO-feil: "
        + ioex.getMessage());
}
```

#### Midt i vinduet





# Alternativ - anonym indre klasse for de andre knappene

```
private void load() {
                                                         To nye metoder
    txaTextArea.setText("");
    try{
        String fileName =
            showInputDialog(this, "Filnavn");
        Scanner fileIn =
            new Scanner(new File(fileName));
        while (fileIn.hasNext()) {
            String data = fileIn.nextLine();
            txaTextArea.append(data + "\n");
        fileIn.close();
    }catch (IOException ioex) {
        JOptionPane.showMessageDialog(
            this, "IO-feil: "
            + ioex.getMessage());
```

private void save() { To nye metoder try{ String fileName = showInputDialog(this, "Filnavn"); PrintWriter fileOut = new PrintWriter(new File(fileName)); fileOut.println(txaTextArea.getText()); fileOut.close(); }catch (IOException ioex) { JOptionPane.showMessageDialog( this, "IO-feil: " + ioex.getMessage());

# Klassen trenger ikke å være lytter!

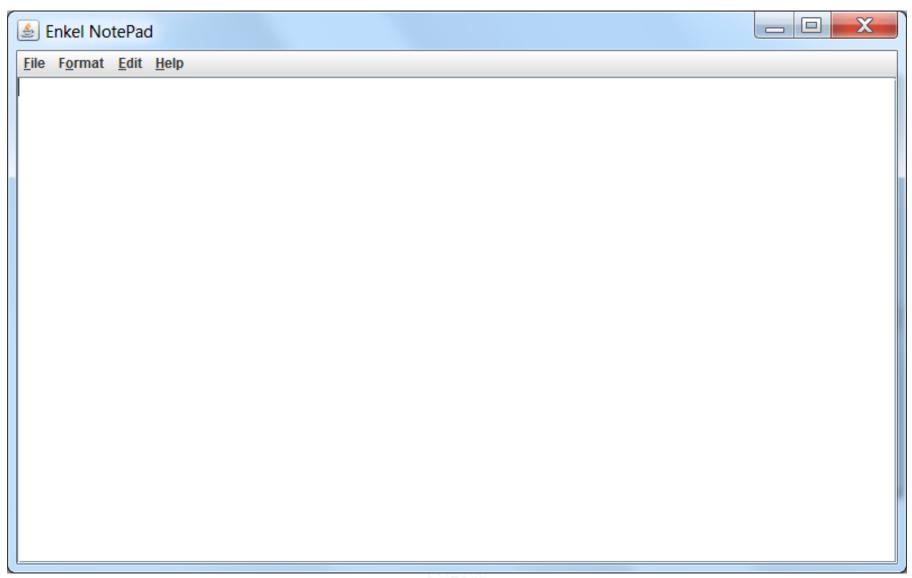
```
public class Note extends JFrame

<u>implements ActionListener</u> {
```

```
public class Note extends JFrame {
```

# Enkel NotePad med Menyer

Uten knapper...

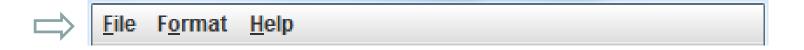


# Menyer

#### Aktuelle klasser:

# Menylinjen

JMenuBar

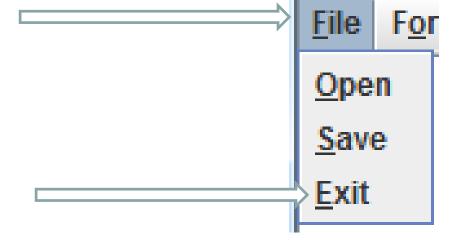


### Menyene:

JMenu

# Meny-elementene:

JMenuItem



# Menyer - JMenuBar

public class JMenuBar
extends JComponent
implements Accessible, MenuElement

An implementation of a menu bar. You add JMenu objects to the menu bar to construct a menu. When the user selects a JMenu object, its associated JPopupMenu is displayed, allowing the user to select one of the JMenuItems on it.

For information and examples of using menu bars see How to Use Menus, a section in *The Java Tutorial*.

## Menyer - JMenu

public class JMenu
extends JMenuItem
implements Accessible, MenuElement

An implementation of a menu -- a popup window containing JMenuItems that is displayed when the user selects an item on the JMenuBar. In addition to JMenuItems, a JMenu can also contain JSeparators.

In essence, a menu is a button with an associated JPopupMenu. When the "button" is pressed, the JPopupMenu appears. If the "button" is on the JMenuBar, the menu is a top-level window. If the "button" is another menu item, then the JPopupMenu is "pull-right" menu.

# Menyer - JMenuItem

public class JMenuItem
extends AbstractButton
implements Accessible, MenuElement

An implementation of an item in a menu. A menu item is essentially a button sitting in a list. When the user selects the "button", the action associated with the menu item is performed. A JMenuItem contained in a JPopupMenu performs exactly that function.

### I klassen JFrame

void

setJMenuBar(JMenuBar menubar)

Sets the menubar for this frame.

## Meny-linjen

```
JMenuBar | mnuBar = new JMenuBar();
setJMenuBar (mnuBar);
   Settes øverst i vinduet (en JFrame-metode)
                 Enkel NotePad
               File Format Edit Help
```

# Menyer

## Meny:

```
JMenu mnuFile = new JMenu("File");
```

### Meny-element:

```
JMenuItem | mniOpen = new JMenuItem("Open");
```

### Meny-element legges inn i meny:

```
mnuFile.add(mniOpen);
```

### Meny-element knyttes til lytter:

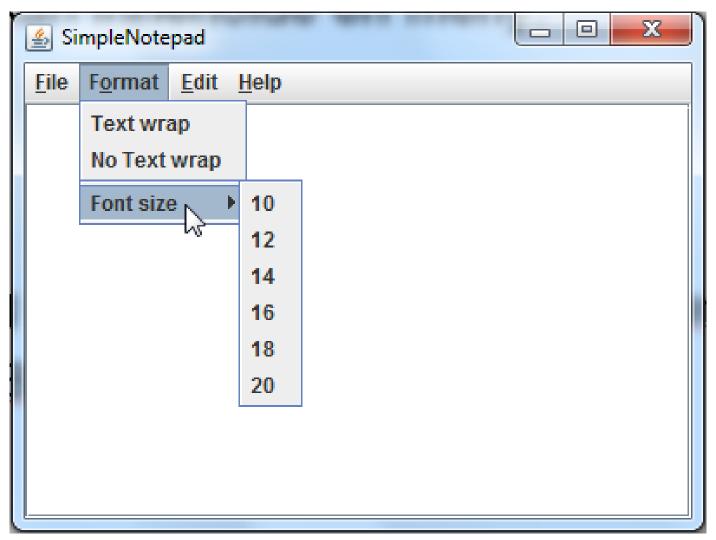
```
mniOpen.addActionListener (this);
```

### Meny knyttes til menylinjen:

```
mnuBar.add(mnuFile);
```

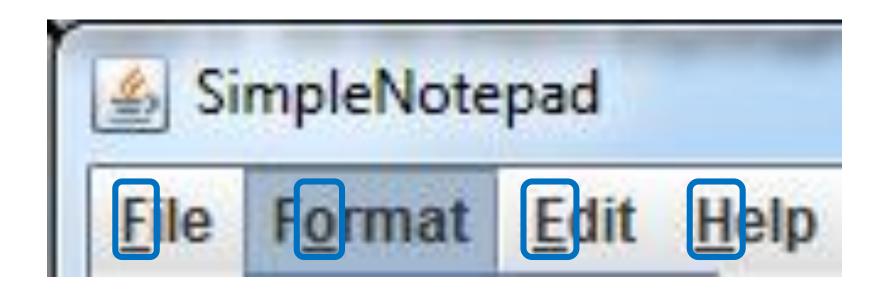
# Menyer

## En meny kan inneholde en meny:



# Menyer

Hvordan få til dette?



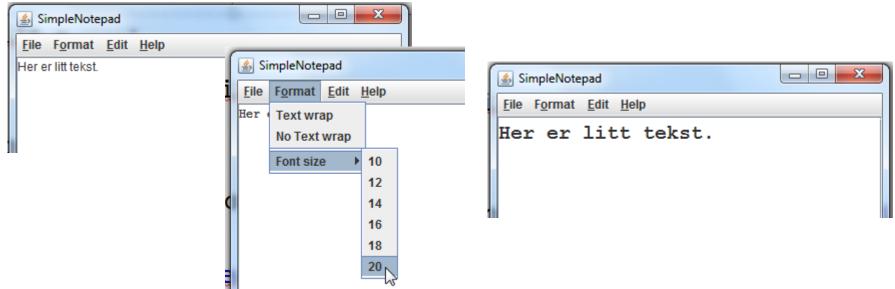
Sjekk metoden setMnemonic(...)!

#### Font-størrelse

```
int fontSize = ...; //plukker ut fra listen av størrelser

Font f = new Font(Font.MONOSPACED, Font.BOLD, fontSize);
```

#### txaTextArea.setFont(f);



10

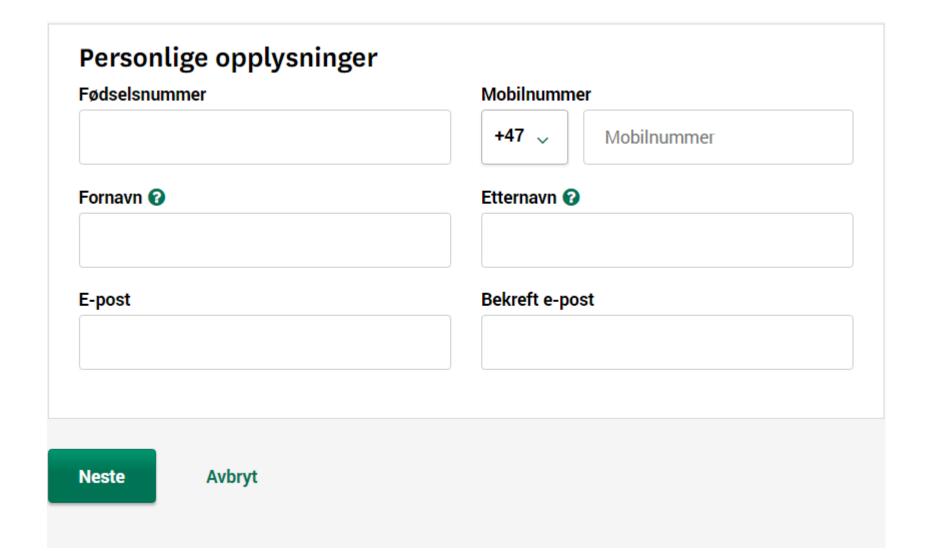
14 16

Font size

- PG2.100 PG2.100

### **JComboBox**

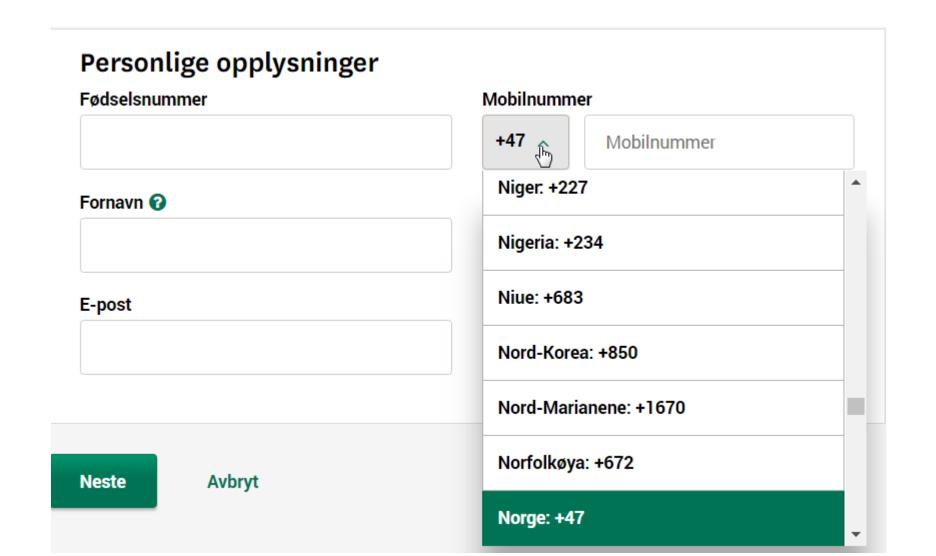
Når man skal kunne velge fra en liste med alternativer:



25.04.201

#### **JComboBox**

Når man skal kunne velge fra en liste med alternativer:



25.04.201

## JComboBoxDemo.java

Når man skal kunne velge fra en liste med alternativer:

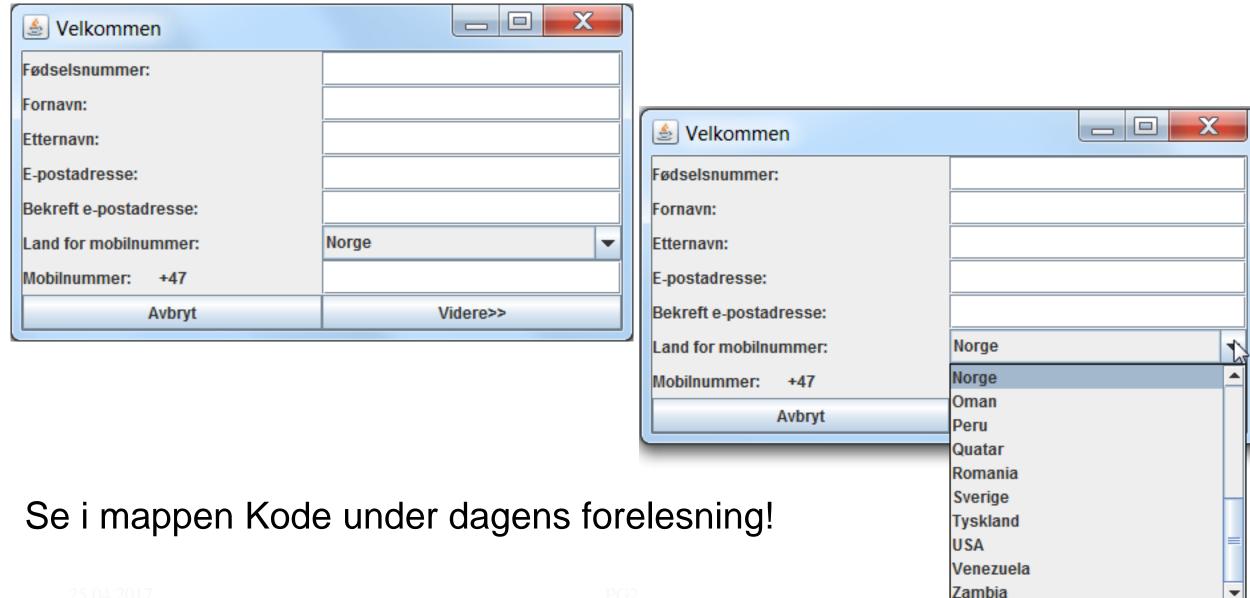
```
private JComboBox<String> cmbCountries;
private String[] countries = {
         "Albania", "Belgia", "Chile", "Danmark", "Estland",
         "Frankrike", "Grønland", "Hellas", "Irland", "Japan",
         "Kina", "Latvia", "Moldova", "Norge", "Oman", "Peru",
         "Quatar", "Romania", "Sverige", "Tyskland", "USA",
         "Venezuela", "Zambia"};
cmbCountries = new JComboBox<>(countries);
```

## JComboBoxDemo.java

Noen metoder:

```
Antall rader som vises:
cmbCountries.setMaximumRowCount(...);
Hvilken rad som skal vises i utgangspunktet:
cmbCountries.setSelectedIndex(...);
Hvilken rad som er valgt:
cmbCountries.getSelectedIndex();
Lytter:
cmbCountries.addActionListener(...);
```

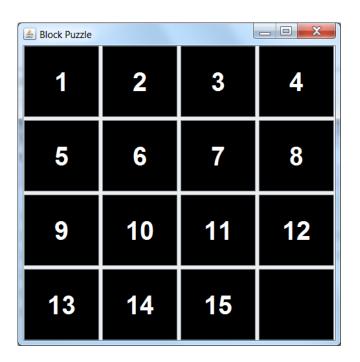
## JComboBoxDemo.java



# Oppgaver

- Jobb med innleveringen
- 2. Lag ferdig Enkel NotePad med menyer som beskrevet.
- 3. Lag en applikasjon med følgende GUI:

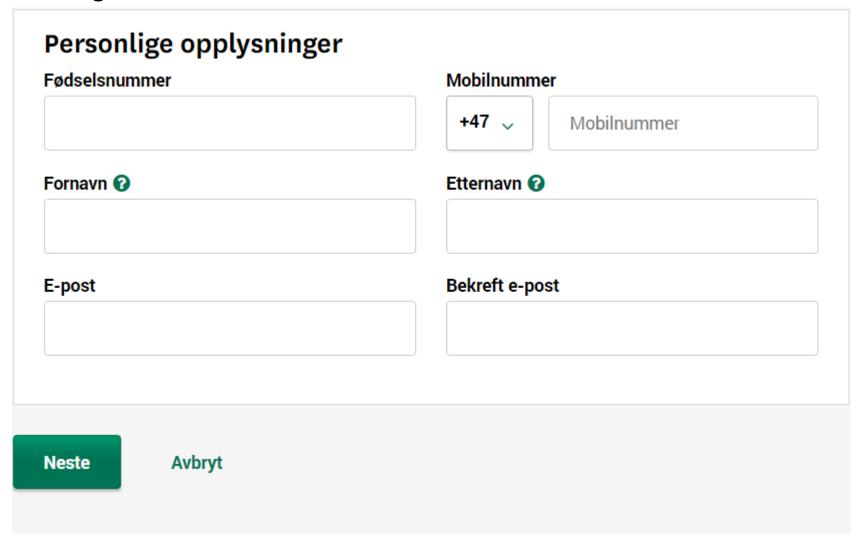
Block Puzzle □ X			
1	6	5	15
9	11	12	14
2	8	4	7
13	3	10	



Denne skal fungere som det klassiske enmannsspillet som går ut på å skyve brikker til ledige plasser slik at tallene til slutt står sortert i rekkefølge.

## Oppgaver

4. Hvor nært opptil følgende GUI klarer du å komme med det du har lært så langt?



25.04.2017