☕ javax.swing.*
LookAndFeel

LookAndFeel

Static Methods

Object	**getDesktopPropertyValue** (String systemPropertyName, Object fallbackValue)
void	**installBorder** (JComponent c, String defaultBorderName)
void	**installColors** (JComponent c, String defaultBgName, String defaultFgName)
void	**installColorsAndFont** (JComponent c, String defaultBgName, String defaultFgName, String defaultFontName)
void	**loadKeyBindings** (InputMap retMap, Object[] keys)
ComponentInputMap	**makeComponentInputMap** (JComponent c, Object[] keys)
Object	**makeIcon** (Class baseClass, String gifFile)
InputMap	**makeInputMap** (Object[] keys)
JTextComponent.KeyBinding[]	**makeKeyBindings** (Object[] keyBindingList)
void	**uninstallBorder** (JComponent c)

Accessors

UIDefaults getDefaults ()
String getDescription ()
String getID ()
String getName ()
boolean getSupportsWindowDecorations ()
boolean isNativeLookAndFeel ()
boolean isSupportedLookAndFeel ()

Object

String toString ()

Other Public Methods

void initialize ()
void provideErrorFeedback (Component component)
void uninitialize ()

☕ javax.swing.plaf.basic. *BasicLookAndFeel*

☕ javax.swing.plaf.multi. **MultiLookAndFeel**

Cloneable

Serializable

java.util. **Hashtable**

UIDefaults

UIDefaults ()
UIDefaults (Object[] keyValueList)

Accessors + Collectors

Object get (Object key)
Object get (Object key, Locale l)
boolean getBoolean (Object key)
boolean getBoolean (Object key, Locale l)
Border getBorder (Object key)
Border getBorder (Object key, Locale l)
Color getColor (Object key)
Color getColor (Object key, Locale l)
Locale get / setDefaultLocale ()
Dimension getDimension (Object key)
Dimension getDimension (Object key, Locale l)
Font getFont (Object key)
Font getFont (Object key, Locale l)
Icon getIcon (Object key)
Icon getIcon (Object key, Locale l)
Insets getInsets (Object key)
Insets getInsets (Object key, Locale l)
int getInt (Object key)
int getInt (Object key, Locale l)
String getString (Object key)
String getString (Object key, Locale l)
ComponentUI getUI (JComponent target)
Class getUIClass (String uiClassID)
Class getUIClass (String uiClassID, ClassLoader uiClassLoader)
void getUIError (String msg)
Object put (Object key, Object value)
void putDefaults (Object[] keyValueList)
void add / removeResourceBundle (String bundleName)

Event Methods

void add / removePropertyChangeListener (PropertyChangeListener listener)
void firePropertyChange (String propertyName, Object oldValue, Object newValue)
PropertyChangeListener[] getPropertyChangeListeners ()

interface ActiveValue
class **LazyInputMap**
interface LazyValue
class **ProxyLazyValue**

Serializable

UIManager

void addAuxiliaryLookAndFeel (LookAndFeel laf)
void add / remove PropertyChangeListener (PropertyChangeListener listener)
Object get (Object key)
Object get (Object key, Locale l)
LookAndFeel[] getAuxiliaryLookAndFeels ()
boolean getBoolean (Object key)
boolean getBoolean (Object key, Locale l)
Border getBorder (Object key)
Border getBorder (Object key, Locale l)
Color getColor (Object key)
Color getColor (Object key, Locale l)
String getCrossPlatformLookAndFeelClassName ()
UIDefaults getDefaults ()
Dimension getDimension (Object key)
Dimension getDimension (Object key, Locale l)
Font getFont (Object key)
Font getFont (Object key, Locale l)
Icon getIcon (Object key)
Icon getIcon (Object key, Locale l)
Insets getInsets (Object key)
Insets getInsets (Object key, Locale l)
LookAndFeelInfo[] getInstalledLookAndFeels ()
int getInt (Object key)
int getInt (Object key, Locale l)
LookAndFeel getLookAndFeel ()
UIDefaults getLookAndFeelDefaults ()
PropertyChangeListener[] getPropertyChangeListeners ()
String getString (Object key)
String getString (Object key, Locale l)
String getSystemLookAndFeelClassName ()
ComponentUI getUI (JComponent target)
void installLookAndFeel (LookAndFeelInfo info)
void installLookAndFeel (String name, String className)
Object put (Object key, Object value)
boolean removeAuxiliaryLookAndFeel (LookAndFeel laf)
void setInstalledLookAndFeels (LookAndFeelInfo[] infos) ↯
void setLookAndFeel (LookAndFeel newLookAndFeel) ↯
void setLookAndFeel (String className) ↯

class **LookAndFeelInfo**

☕ *UIDefaults.ActiveValue*

Object createValue (UIDefaults table)

☕ **UIDefaults.ProxyLazyValue**

ProxyLazyValue (String c)
ProxyLazyValue (String c, String m)
ProxyLazyValue (String c, Object[] o)
ProxyLazyValue (String c, String m, Object[] o)

☕ *UIDefaults.LazyValue*

Object createValue (UIDefaults table)

☕ **UIDefaults.LazyInputMap**

LazyInputMap (Object[] bindings)

☕ **UIManager.LookAndFeelInfo**

LookAndFeelInfo (String name, String className)

Accessors

String getClassName ()
String getName ()
Object
String toString ()