

JSlider + JProgressBar

Methods declared in supertypes are hidden in subtypes



java.awt.**Component**




java.awt. Container



JComponent



	JSlider
	JSlider () JSlider (int orientation) JSlider (BoundedRangeModel brm) JSlider (int min, int max) JSlider (int min, int max, int value) JSlider (int orientation, int min, int max, int value)
	Accessors int get / setExtent () boolean get / setInverted () Dictionary get / setLabelTable () int get / setMajorTickSpacing () int get / setMaximum () int get / setMinimum () int get / setMinorTickSpacing () BoundedRangeModel get / setModel () int get / setOrientation () boolean get / setPaintLabels () boolean get / setPaintTicks () boolean get / setPaintTrack () boolean get / setSnapToTicks () SliderUI get / setUI () int get / setValue () boolean get / setValuesAdjusting ()
	Event Methods void add / removeChangeListener (ChangeListener l) ChangeListener createChangeListener () void fireStateChanged () ChangeListener[] getChangeListeners ()
	Other Methods Hashtable createStandardLabels (int increment) Hashtable createStandardLabels (int increment, int start) void updateLabels ()

```

JProgressBar (int orient)
JProgressBar (BoundedRangeModel newModel)
JProgressBar (int min, int max)
JProgressBar (int orient, int min, int max)

Accessors

int get / setMaximum ()
int get / setMinimum ()
BoundedRangeModel get / setModel ()
int get / setOrientation ()
double getPercentComplete ()
String get / setString ()

ProgressBarUI get / setUI ()
int get / setValue ()
boolean is / setBorderPainted ()
boolean is / setIndeterminate ()
boolean is / setStringPainted ()

Event Methods

void add / removeChangeListener ()
ChangeListener createChangeListener ()
void fireStateChanged ()
ChangeListener getChangeListeners ()

```


 **ProgressMonitorInputStream** (Component parentComponent, Object message, InputStream in)
ProgressMonitor getProgressMonitor ()

```
classDiagram
    class ProgressMonitor {
        <<abstract>>
        +String note
        +int min
        +int max
        +get()
        +setMaximum()
        +get / setMillisToDecideToPopUp()
        +get / setMillisToPopUp()
        +get / setMinimum()
        +String get / setNote()
        +boolean isCanceled()
        +void setProgress(int nv)
        +void close()
    }
    class Component {
        +Component parentComponent
    }
    ProgressMonitor <|-- Component
    ProgressMonitor <|-- Object
    ProgressMonitor <|-- String
    ProgressMonitor <|-- int
    ProgressMonitor <|-- min
    ProgressMonitor <|-- max
```

The diagram shows a class hierarchy where **ProgressMonitor** is the superclass, and **Component**, **Object**, **String**, **int**, **min**, and **max** are subclasses. The **ProgressMonitor** class has attributes **note** (String), **min** (int), and **max** (int). It has methods **get()**, **setMaximum()**, **get / setMillisToDecideToPopUp()**, **get / setMillisToPopUp()**, **get / setMinimum()**, **String get / setNote()**, **boolean isCanceled()**, **void setProgress(int nv)**, and **void close()**. The **Component** class has an attribute **parentComponent** of type **Component**. The **Object** class has an attribute **message** of type **Object**.

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Serializable

	BoundedRangeModel
	Accessors
	<code>int get / setExtent ()</code>
	<code>int get / setMaximum ()</code>
	<code>int get / setMinimum ()</code>
	<code>int get / setValue ()</code>
	<code>boolean get / setValuesAdjusting ()</code>
	<code>void setRangeProperties (int value, int extent, int min, int max, boolean adjusting)</code>
	Event Methods
	<code>void add / removeChangeListener (ChangeListener x)</code>

 **DefaultBoundedRangeModel**

```

DefaultBoundedRangeModel ()
DefaultBoundedRangeModel (int value, int extent, int min, int max)

Event Methods
# void fireStateChanged ()
ChangeListener[] getChangeListeners ()
EventListener[] getListeners (Class listenerType)

Object
String toString ()

```