

Methods declared in supertypes are hidden in subtypes



Class getColumnClass (int columnIndex)

int getColumnCount()

String getColumnName (int columnIndex) int getRowCount()

Object get / setValueAt (int rowIndex, int columnIndex) boolean isCellEditable (int rowIndex, int columnIndex)

void add / removeTableModelListener (TableModelListenerI) **Event Methods**

Serializable

AbstractTableModel

void fireTableCellUpdated (int row, int column)

void fireTableChanged (TableModelEvente)
void fireTableDataChanged ()
void fireTableRowsDeleted (int firstRow, int lastRow)
void fireTableRowsInserted (int firstRow, int lastRow)

void fireTableRowsUpdated (int firstRow, int lastRow) void fireTableStructureChanged()

EventListener[] getListeners (Class listenerType) TableModelListener[] getTableModelListeners ()

Other Public Methods

int findColumn (String columnName)

Serializable

vax.swing.event. ListSelectionListener

void valueChanged (ListSelectionEvente)

iava.beans. **PropertyChangeListener**

void propertyChange (PropertyChangeEvent evt)

DefaultTableColumnModel

Event Methods

DefaultTableColumnModel ()

void fireColumnMoved (TableColumnModelEvente) void fireColumnAdded (TableColumnModelEvente) void fireColumnMarginChanged()

void fireColumnRemoved (TableColumnModelEvente)

void fireColumnSelectionChanged (ListSelectionEvent e) TableColumnModelListener[] getColumnModelListeners()

EventListener[] getListeners (Class listenerType)

ListSelectionModel createSelectionModel () void recalcWidthCache()

DefaultTableModel (int rowCount, int columnCount) DefaultTableModel ()

DefautTableMode (Vector columnNames, int rowCount)
DefautTableMode (Object[] columnNames, int rowCount)
DefautTableMode (Vector data, Vector columnNames)

DefaultTableModel (Object[]] data, Object[] columnNames)

Static Methods

#Vector convertToVector (Object[] anArray)

#Vector convertToVector (Object[]] anArray)

void setColumnIdentifiers (Vector columnIdentifiers) void setColumnIdentifiers (Object]] newIdentifiers) Vector getDataVector()

void setDataVector (Object[]] dataVector, Object[] columnIdentifiers) void setDataVector (Vector dataVector, Vector columnIdentifiers)

void setNumRows (int rowCount)

Collectors

void addColumn (Object columnName, Vector columnData) void addColumn (Object columnName)

void addColumn (Object columnName, Object[] columnData) void addRow (Object[] rowData) void addRow (Vector rowData)

void insertRow (int row, Vector rowData)

void insertRow (int row, Object[] rowData)

void removeRow (int row)

void newDataAvailable (TableModelEvent event)

void newRowsAdded (TableModelEvente)

void rowsRemoved (TableModelEvent event) Other Public Methods

void moveRow (int start, int end, int to)

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TableColumnModel

Accessors + Collectors

TableColumn getColumn (int columnIndex) int getColumnCount ()

int getColumnIndex (Object columnIdentifier) int getColumnIndexAtX (int xPosition)

boolean get / setColumnSelectionAllowed () int get / setColumnMargin ()

int getSelectedColumnCount() Enumeration getColumns ()

int[] getSelectedColumns ()

ListSelectionModel get / setSelectionModel () int getTotalColumnWidth ()

void add / removeColumn (TableColumn aColumn) **Event Methods**

void add / removeColumnModelListener (TableColumnModelListenerx) Other Public Methods

void moveColumn (int columnIndex, int newIndex)

Other Protected Methods