java.awt.image. **ImageObserver**

java.awt. **MenuContainer**

Serializable

java.awt.*
Component

Component

Component ()

Accessors

AccessibleContext	getAccessibleContext ()
float	getAlignmentX ()
float	getAlignmentY ()
Color	get / setBackground ()
Rectangle	get / setBounds ()
Rectangle	getBounds (Rectangle rv)
ColorModel	getColorModel ()
Component	getComponentAt (Point p)
Component	getComponentAt (int x, int y)
ComponentOrientation	get / setComponentOrientation ()
Cursor	get / setCursor ()
DropTarget	get / setDropTarget ()
Container	getFocusCycleRootAncestor ()
Set	get / setFocusTraversalKeys (int id)
boolean	get / setFocusTraversalKeysEnabled ()
Font	get / setFont ()
FontMetrics	getFontMetrics (Font font)
Color	get / setForeground ()
Graphics	getGraphics ()
GraphicsConfiguration	getGraphicsConfiguration ()
int	getHeight ()
boolean	get / setIgnoreRepaint ()
InputContext	getInputContext ()
InputMethodRequests	getInputMethodRequests ()
Locale	get / setLocale ()
Point	get / setLocation ()
Point	getLocation (Point rv)
Point	getLocationOnScreen ()
Dimension	getMaximumSize ()
Dimension	getMinimumSize ()
String	get / setName ()
Container	getParent ()
Dimension	getPreferredSize ()
Dimension	get / setSize ()
Dimension	getSize (Dimension rv)
Toolkit	getToolkit ()
Object	getTreeLock ()
int	getWidth ()
int	getX ()
int	getY ()
boolean	isBackgroundSet ()
boolean	isCursorSet ()
boolean	isDisplayable ()
boolean	isDoubleBuffered ()
boolean	is / setEnabled ()
boolean	isFocusCycleRoot (Container container)
boolean	isFocusOwner ()
boolean	is / setFocusable ()
boolean	isFontSet ()
boolean	isForegroundSet ()
boolean	isLightweight ()
boolean	isOpaque ()
boolean	isShowing ()
boolean	isValid ()
boolean	is / setVisible ()
void	setBounds (int x, int y, int width, int height)
void	setLocation (int x, int y)
void	setSize (int width, int height)

Collectors

void	add (PopupMenu popup)
void	add / removeNotify ()
void	remove (MenuComponent popup)

Object

String	toString ()

float TOP_ALIGNMENT, CENTER_ALIGNMENT, BOTTOM_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT

Serializable
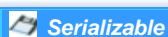
ComponentOrientation

Static Methods

ComponentOrientation **getOrientation** (Locale locale)

Accessors

boolean	isHorizontal ()
boolean	isLeftToRight ()

ComponentOrientation LEFT_TO_RIGHT, RIGHT_TO_LEFT, UNKNOWN

Component (continued)

Event Methods

	void	add / removeComponentListener (ComponentListener l)
	void	add / removeFocusListener (FocusListener l)
	void	add / removeHierarchyBoundsListener (HierarchyBoundsListener l)
	void	add / removeHierarchyListener (HierarchyListener l)
	void	add / removeInputMethodListener (InputMethodListener l)
	void	add / removeKeyListener (KeyListener l)
	void	add / removeMouseListener (MouseListener l)
	void	add / removeMouseMotionListener (MouseMotionListener l)
	void	add / removeMouseWheelListener (MouseWheelListener l)
	void	add / removePropertyChangeListener (PropertyChangeListener listener)
	void	add / removePropertyChangeListener (String propertyName, PropertyChangeListener listener)
#	AWTEvent	coalesceEvents (AWTEvent existingEvent, AWTEvent newEvent)
#	void	disableEvents (long eventsToDisable)
	void	dispatchEvent (AWTEvent e)
#	void	enableEvents (long eventsToEnable)
#	void	firePropertyChange (String propertyName, Object oldValue, Object newValue)
#	void	firePropertyChange (String propertyName, boolean oldValue, boolean newValue)
#	void	firePropertyChange (String propertyName, int oldValue, int newValue)
	ComponentListener[]	getComponentListeners ()
	FocusListener[]	getFocusListeners ()
	HierarchyBoundsListener[]	getHierarchyBoundsListeners ()
	HierarchyListener[]	getHierarchyListeners ()
	InputMethodListener[]	getInputMethodListeners ()
	KeyListener[]	getKeyListeners ()
	EventListener[]	getListeners (Class listenerType)
	MouseListener[]	getMouseListeners ()
	MouseMotionListener[]	getMouseMotionListeners ()
	MouseWheelListener[]	getMouseWheelListeners ()
	PropertyChangeListener[]	getPropertyChangeListeners ()
	PropertyChangeListener[]	getPropertyChangeListeners (String propertyName)
#	void	processComponentEvent (ComponentEvent e)
#	void	processEvent (AWTEvent e)
#	void	processFocusEvent (FocusEvent e)
#	void	processHierarchyBoundsEvent (HierarchyEvent e)
#	void	processHierarchyEvent (HierarchyEvent e)
#	void	processInputMethodEvent (InputMethodEvent e)
#	void	processKeyEvent (KeyEvent e)
#	void	processMouseEvent (MouseEvent e)
#	void	processMouseMotionEvent (MouseEvent e)
#	void	processMouseWheelEvent (MouseWheelEvent e)

Other Public Methods

	void	applyComponentOrientation (ComponentOrientation orientation)
	boolean	areFocusTraversalKeysSet (int id)
	int	checkImage (Image image, ImageObserver observer)
	int	checkImage (Image image, int width, int height, ImageObserver observer)
	boolean	contains (Point p)
	boolean	contains (int x, int y)
	Image	createImage (ImageProducer producer)
	Image	createImage (int width, int height)
	VolatileImage	createVolatileImage (int width, int height)
	VolatileImage	createVolatileImage (int width, int height, ImageCapabilities caps)
	void	doLayout ()
	void	enableInputMethods (boolean enable)
	boolean	hasFocus ()
	boolean	imageUpdate (Image img, int infoflags, int x, int y, int w, int h)
	void	invalidate ()
	void	list ()
	void	list (PrintStream out)
	void	list (PrintWriter out)
	void	list (PrintStream out, int indent)
	void	list (PrintWriter out, int indent)
	void	paint (Graphics g)
	void	paintAll (Graphics g)
	boolean	prepareImage (Image image, ImageObserver observer)
	boolean	prepareImage (Image image, int width, int height, ImageObserver observer)
	void	print (Graphics g)
	void	printAll (Graphics g)
	void	repaint ()
	void	repaint (long tm)
	void	repaint (int x, int y, int width, int height)
	void	repaint (long tm, int x, int y, int width, int height)
	void	requestFocus ()
	boolean	requestFocusInWindow ()
	void	transferFocus ()
	void	transferFocusBackward ()
	void	transferFocusUpCycle ()
	void	update (Graphics g)
	void	validate ()

Other Protected Methods

#	String	paramString ()
#	boolean	requestFocus (boolean temporary)
#	boolean	requestFocusInWindow (boolean temporary)

Other Grouping:

```
float        getAlignmentX ()
float        getAlignmentY ()
Rectangle    get / setBounds ()
Rectangle    getBounds (Rectangle rv)
Component    getComponentAt (Point p)
Component    getComponentAt (int x, int y)
int          getHeight ()
Point        get / setLocation ()
Point        getLocation (Point rv)
Point        getLocationOnScreen ()
Dimension    getMaximumSize ()
Dimension    getMinimumSize ()
Container    getParent ()
Dimension    getPreferredSize ()
Dimension    get / setSize ()
Dimension    getSize (Dimension rv)
int          getWidth ()
int          getX ()
int          getY ()
boolean      isValid ()
void         setBounds (int x, int y, int width, int height)
void         setLocation (int x, int y)
void         setSize (int width, int height)

boolean      contains (Point p)
boolean      contains (int x, int y)
void         doLayout ()
void         invalidate ()
void         validate ()
```

```
Container       getFocusCycleRootAncestor ()
Set             get / setFocusTraversalKeys (int id)
boolean         get / setFocusTraversalKeysEnabled ()
boolean         isFocusCycleRoot (Container container)
boolean         isFocusOwner ()
boolean         is / setFocusable ()

void            add / removeFocusListener (FocusListener l)
FocusListener[] getFocusListeners ()
# void          processFocusEvent (FocusEvent e)

boolean         areFocusTraversalKeysSet (int id)
boolean         hasFocus ()
void            requestFocus ()
boolean         requestFocusInWindow ()
void            transferFocus ()
void            transferFocusBackward ()
void            transferFocusUpCycle ()

# boolean       requestFocus (boolean temporary)
# boolean       requestFocusInWindow (boolean temporary)
```

```
Color                   get / setBackground ()
ColorModel              getColorModel ()
Font                    get / setFont ()
FontMetrics             getFontMetrics (Font font)
Color                   get / setForeground ()
Graphics                getGraphics ()
GraphicsConfiguration   getGraphicsConfiguration ()
boolean                 get / setIgnoreRepaint ()
boolean                 isBackgroundSet ()
boolean                 isDisplayable ()
boolean                 isDoubleBuffered ()
boolean                 isFontSet ()
boolean                 isForegroundSet ()
boolean                 isOpaque ()
boolean                 isShowing ()
boolean                 is / setVisible ()

int                     checkImage (Image image, ImageObserver observer)
int                     checkImage (Image image, int width, int height, ImageObserver observer)
Image                   createImage (ImageProducer producer)
Image                   createImage (int width, int height)
VolatileImage           createVolatileImage (int width, int height)
VolatileImage           createVolatileImage (int width, int height, ImageCapabilities caps) !
boolean                 imageUpdate (Image img, int infoflags, int x, int y, int w, int h)
void                    paint (Graphics g)
void                    paintAll (Graphics g)
boolean                 prepareImage (Image image, ImageObserver observer)
boolean                 prepareImage (Image image, int width, int height, ImageObserver observer)
void                    print (Graphics g)
void                    printAll (Graphics g)
void                    repaint ()
void                    repaint (long tm)
void                    repaint (int x, int y, int width, int height)
void                    repaint (long tm, int x, int y, int width, int height)
void                    update (Graphics g)
```