

# javax.swing.tree.\* TreeModel

Methods declared in supertypes are hidden in subtypes



### TreeModel

Accessors


```
Object getChild (Object parent, int index)
int getChildCount (Object parent)
int getIndexOfChild (Object parent, Object child)
Object getRoot ()
boolean isLeaf (Object node)
```

Event Methods

```
void add / removeTreeModelListener (TreeModelListener l)
void valueForPathChanged (TreePath path, Object newValue)
```

Other Public Methods

## Serializable



### DefaultTreeModel

```
DefaultTreeModel (TreeNode root)
DefaultTreeModel (TreeNode root, boolean asksAllowsChildren)
```

Accessors

```
TreeNode[] getPathToRoot (TreeNode aNode)
TreeNode[] getPathToRoot (TreeNode aNode, int depth)
void setAsksAllowsChildren (boolean newValue)
void setRoot (TreeNode root)
```

Collectors

```
void insertNodeInto (MutableTreeNode newNode, MutableTreeNode parent, int index)
void removeNodeFromParent (MutableTreeNode node)
```

Event Methods

```
# void fireTreeNodesChanged (Object source, Object[] path, int[] childIndices, Object[] children)
# void fireTreeNodesInserted (Object source, Object[] path, int[] childIndices, Object[] children)
# void fireTreeNodesRemoved (Object source, Object[] path, int[] childIndices, Object[] children)
# void fireTreeStructureChanged (Object source, Object[] path, int[] childIndices, Object[] children)
TreeModelListener[] getListeners (Class listenerType)
EventListeners (Class listenerType)
TreeModelListener[] getTreeModelListeners ()
```

Other Public Methods

```
boolean asksAllowsChildren ()
void nodeChanged (TreeNode node)
void nodeStructureChanged (TreeNode node)
void nodesChanged (TreeNode node, int[] childIndices)
void nodesWereInserted (TreeNode node, int[] childIndices)
void nodesWereRemoved (TreeNode node, int[] childIndices, Object[] removedChildren)
void reload ()
void reload (TreeNode node)
```

## TreeSelectionModel

Accessors

```
TreePath getLeadSelectionPath ()
int getLeadSelectionRow ()
int getMaxSelectionRow ()
int getMinSelectionRow ()
RowMapper get / setRowMapper ()
int getSelectionCount ()
int get / setSelectionMode ()
TreePath get / setSelectionPath ()
TreePath[] get / setSelectionPaths ()
int[] getSelectionRows ()
```

boolean

```
isPathSelected (TreePath path)
isRowSelected (int row)
isSelectionEmpty ()
```

Collectors

```
void add / removeSelectionPath (TreePath path)
void add / removeSelectionPaths (TreePath[] paths)
```

Event Methods

```
void add / removePropertyChangeListener (PropertyChangeListener listener)
void add / removeTreeSelectionListener (TreeSelectionListener x)
```

Other Public Methods

```
void clearSelection ()
void resetRowSelection ()
```

int SINGLE\_TREE\_SELECTION, CONTIGUOUS\_TREE\_SELECTION,  
DISCONTIGUOUS\_TREE\_SELECTION

## Cloneable

## Serializable

## DefaultTreeSelectionModel

DefaultTreeSelectionModel ()

Event Methods

```
# void fireValueChanged (TreeSelectionEvent)
EventListeners (Class listenerType)
PropertyChangeListener[] getPropertyChangeListeners ()
TreeSelectionListener[] getTreeSelectionListeners ()
Object
```

```
Object clone ()
String toString ()
```

Other Protected Methods

```
# boolean arePathsContiguous (TreePath[] paths)
# boolean canPathsBeAdded (TreePath[] paths)
# boolean canPathsBeRemoved (TreePath[] paths)
# void insureRowContinuity ()
# void insureUniqueness ()
# void notifyPathChange (Vector changedPaths, TreePath oldLeadSelection)
# void updateLeadIndex ()
```

String SELECTION\_MODE\_PROPERTY