



javax.swing.JTree

Methods declared in supertypes are hidden in subtypes



Scrollable

```
Dimension getPreferredSize(ViewportSize i)
int getScrollableBlockIncrement(Rectangle visibleRect, int orientation, int direction)
boolean getScrollableTracksViewportHeight()
boolean getScrollableTracksViewportWidth()
int getScrollableUnitIncrement(Rectangle visibleRect, int orientation, int direction)
```



JTree

```
JTree ()
JTree (Object[] value)
JTree (Vector value)
JTree (Hashtable value)
JTree (TreeNode root)
JTree (TreeModel newModel)
JTree (TreeNode root, boolean asksAllowsChildren)
```

Static Methods

```
# TreeModel createTreeModel (Object value)
# TreeModel getDefaultTreeModel ()
```

Event Methods

```
# void add / removeTreeExpansionListener (TreeExpansionListener tel)
# void add / removeTreeSelectionListener (TreeSelectionListener tsel)
# void add / removeTreeWillExpandListener (TreeWillExpandListener tel)
# TreeModelListener createTreeModelListener ()
# void fireTreeCollapsed (TreePath path)
# void fireTreeExpanded (TreePath path)
# void fireTreeWillCollapse (TreePath path)
# void fireTreeWillExpand (TreePath path)
# void fireValueChanged (TreeSelectionEvent e)
# TreeExpansionListener[] getTreeExpansionListeners ()
# TreeSelectionListener[] getTreeSelectionListeners ()
# TreeWillExpandListener[] getTreeWillExpandListeners ()
# Other Methods
# void cancelEditing ()
# void clearSelection ()
# void collapsePath (TreePath path)
# void collapseRow (int row)
# String convertValueToText (Object value, boolean selected, boolean expanded, boolean leaf, int row, boolean hasFocus)
# void expandPath (TreePath path)
# void expandRow (int row)
# boolean hasBeenExpanded (TreePath path)
# void makeVisible (TreePath path)
# void scrollPathToVisible (TreePath path)
# void scrollRowToVisible (int row)
# void startEditingAtPath (TreePath path)
# boolean stopEditing ()
# void treeDidChange ()
# void clearToggledPaths ()
```

```
# String CELL_RENDERER_PROPERTY, TREE_MODEL_PROPERTY,
# ROOT_VISIBLE_PROPERTY, SHOWS_ROOT_HANDLES_PROPERTY,
# ROW_HEIGHT_PROPERTY, CELL_EDITOR_PROPERTY, EDITABLE_PROPERTY,
# LARGE_MODEL_PROPERTY, SELECTION_MODEL_PROPERTY,
# VISIBLE_ROW_COUNT_PROPERTY,
# INVOKES_STOP_CELL_EDITING_PROPERTY,
# SCROLLS_ON_EXPAND_PROPERTY, TOGGLE_CLICK_COUNT_PROPERTY,
# LEAD_SELECTION_PATH_PROPERTY, ANCHOR_SELECTION_PATH_PROPERTY,
# EXPANDS_SELECTED_PATHS_PROPERTY
```

class **DynamicUtilTreeNode**

JTree (continued)

```
TreePath get / setAnchorSelectionPath ()
TreeCellEditor get / setCellEditor ()
TreePath getClosestPathForLocation (int x, int y)
int getClosestRowForLocation (int x, int y)
Enumeration getDescendantToggledPaths (TreePath parent)
boolean get / setDragEnabled ()
TreePath getEditingPath ()
Enumeration getExpandedDescendants (TreePath parent)
boolean get / setExpandsSelectedPaths ()
boolean get / setInvokesStopCellEditing ()
Object getLastSelectedPathComponent ()
TreePath get / setLeadSelectionPath ()
int getLeadSelectionRow ()
int getMaxSelectionRow ()
int getMinSelectionRow ()
TreeModel get / setModel ()
TreePath getNextMatch (String prefix, int startingRow, Position.Bias bias)
TreePath[] getPathBetweenRows (int index0, int index1)
Rectangle getPathBounds (TreePath path)
TreePath getPathForLocation (int x, int y)
TreePath getPathForRow (int row)
Rectangle getPathBounds (int row)
int getRowCount ()
int getRowForLocation (int x, int y)
int getRowForPath (TreePath path)
int get / setRowHeight ()
boolean get / setScrollsOnExpand ()
int getSelectionCount ()
TreeSelectionModel get / setSelectionModel ()
TreePath get / setSelectionPath ()
TreePath[] get / setSelectionPaths ()
int[] get / setSelectionRows ()
boolean get / setShowsRootHandles ()
int get / setToggleClickCount ()
TreeUI get / setUI ()
int get / setVisibleRowCount ()
boolean isCollapsed (TreePath path)
boolean isCollapsed (int row)
boolean is / setEditable ()
boolean isEditing ()
boolean isExpanded (TreePath path)
boolean isExpanded (int row)
boolean isFixedRowHeight ()
boolean is / setLargeModel ()
boolean isPathEditable (TreePath path)
boolean isPathSelected (TreePath path)
boolean is / setRootVisible ()
boolean isRowSelected (int row)
boolean isSelectedEmpty ()
boolean isVisible (TreePath path)
void setExpandedState (TreePath path, boolean state)
void setSelectionInterval (int index0, int index1)
void setSelectionRow (int row)
void add / removeSelectionInterval (int index0, int index1)
void add / removeSelectionPath (TreePath path)
void add / removeSelectionPaths (TreePath[] paths)
void add / removeSelectionRow (int row)
void add / removeSelectionRows (int[] rows)
boolean removeDescendantSelectedPaths (TreePath path, boolean includePath)
# void removeDescendantToggledPaths (Enumeration toRemove)
```