

## TreeModel

Methods declared in supertypes are hidden in subtypes



Object getChild (Object parent, int index)

int getChildCount (Object parent)

int getIndexOfChild (Object parent, Object child)

Object getRoot()

boolean isLeaf (Object node)

void add / removeTreeModelListener(TreeModelListenerI)

void valueForPathChanged(TreePathpath, ObjectnewValue)



## **DefaultTreeModel**

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

TreeNode[] getPathToRoot (TreeNode aNode)

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

void setRoot (TreeNode root)

void insertNodeInto (MutableTreeNodenewChild, MutableTreeNodeparent, intindex)

void removeNodeFromParent(MutableTreeNodenode)

void fireTreeStructureChanged(Object source, Object[] path, int[] childIndices, Object[] children)

void fireTreeNodesRemoved(Object source, Object[] path, int[] childIndices, Object[] children) void fireTreeNodesChanged(Object source, Object[] path, int[] childIndices, Object[] children) void fireTreeNodesInserted(Object source, Object[] path, int[] childIndices, Object[] children)

EventListener[] getListeners (Class listenerType) TreeModelListener[] getTreeModelListeners()

boolean asksAllowsChildren()

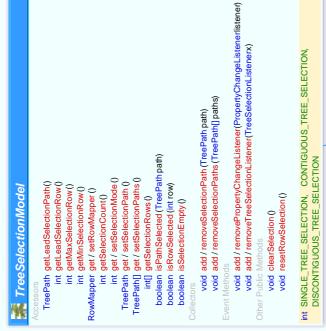
void nodeChanged (TreeNode node)

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)





## Serializable

## **DefaultTreeSelectionModel**

DefaultTreeSelectionModel ()

void fireValueChanged(TreeSelectionEvente)

EventListener[] getListeners (Class listenerType) PropertyChangeListener[] getPropertyChangeListeners()

Object clone () 1

TreeSelectionListener[] getTreeSelectionListeners()

String toString()

boolean are Paths Contiguous (Tree Path II paths)

boolean canPathsBeRemoved(TreePath[] paths) boolean canPathsBeAdded(TreePath[]paths) void insureRowContinuity()

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void notifyPathChange(Vector changedPaths, TreePath oldLeadSelection) void insureUniqueness() void updateLeadIndex()

String SELECTION MODE PROPERTY

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