iavax.swing.text.*



BOTTOM, RIGHT, NORTH, HORIZONTAL, VERTICAL, LEADING, TRAILING, SOUTH_EAST, SOUTH, SOUTH_WEST, WEST, NORTH EAST, EAST, NORTH_WEST,

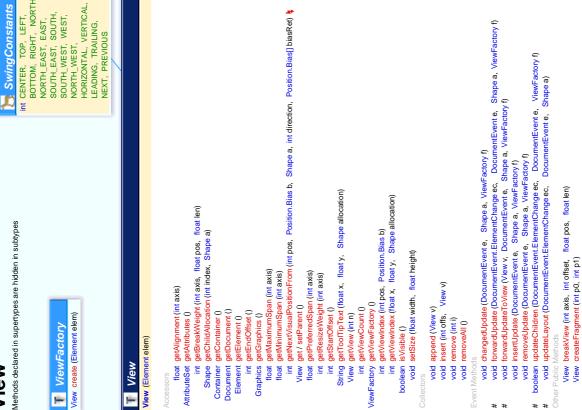
ComponentView (Element elem)

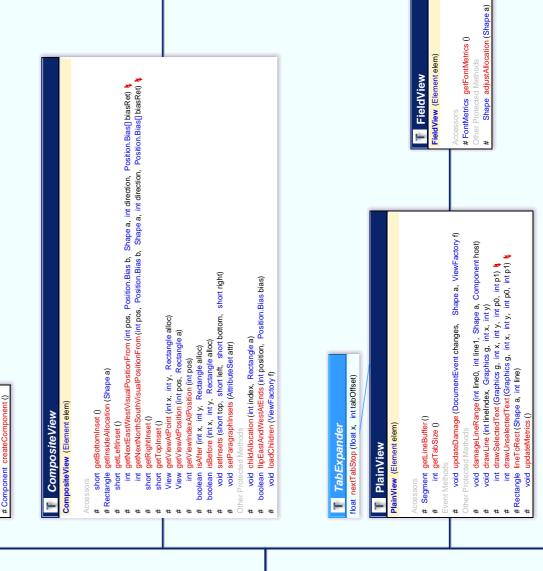
T ComponentView

IconView (Element elem)

T IconView

Component getComponent()





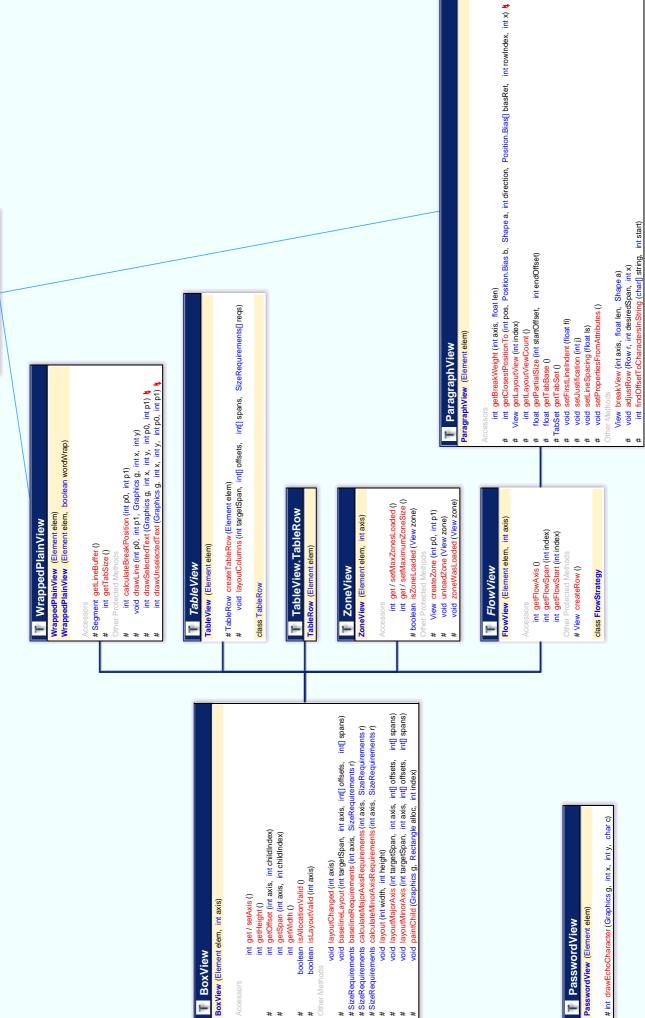
int BadBreakWeight, GoodBreakWeight, ExcellentBreakWeight, ForcedBreakWeight, X_AXIS, Y_AXIS

void replace (int offset, int length, View[] views) int viewToModel (float x, float y, Shape a, Position.Bias[] biasReturn) preferenceChanged (View child, boolean width, boolean height)

void paint (Graphics g, Shape allocation) void preferenceChanged (View child, bool

Shape modelToView (int pos, Shape a, Position.Bias b) 🔖 Shape modelToView (int p0, Position.Bias b0, int p1, Position.Bias b1, Shape a) 🥀

float nextTabStop (float x, int tabOffset) T TabExpander



void layoutMajorAxis (int targetSpan, int axis, int] offsets, void layoutMinorAxis (int targetSpan, int axis, int] offsets,

void layout (int width, int height)

tChild (Graphics g, Rectangle alloc, int index)

void

SizeRequirements baselineRequirements (int axis, SizeRequirements r)

void layoutChanged (int axis) boolean isLayoutValid (int axis) boolean isAllocationValid ()

int getHeight() int getOffset (int axis, int childIndex) int getSpan (int axis, int childIndex) int getWidth ()

int get / setAxis ()

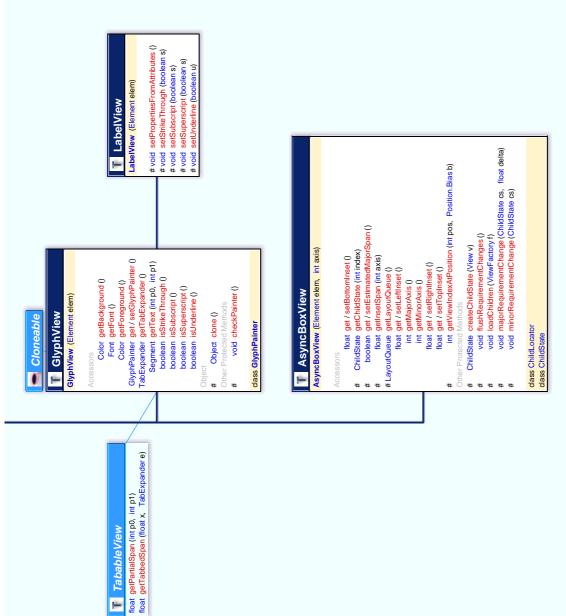
BoxView (Element elem, int axis)

T BoxView

T PasswordView

PasswordView (Element elem)

int drawEchoCharacter (Graphics g, int x, int y, char c)



T TabableView

T Glyph View. Glyph Painter

float getAscent (GlyphView v)

int getBoundedPosition (GlyphView v. int p0, float x, float len) float getDescent (GlyphView v)

float getHeight (GlyphView v)

int getNextVisualPositionFrom (GlyphView v, int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet) 🕻

GlyphPainter getPainter (GlyphView v, int p0, int p1)

float getSpan (GlyphView v, int p0, int p1, TabExpandere, float x)

Shape modelToView (GlyphView v, int pos, Position.Bias bias, Shape a) 🕻

void paint (GlyphView v, Graphics g, Shape a, int p0, int p1) int viewToModel (GlyphView v, float x, float y, Shape a, Position.Bias[] biasReturn)

iava.lang. Runnable

AsyncBoxView.ChildState

T LayoutQueue

LayoutQueue ()

ChildState (View v)

View getChildView ()
float get/setMajorOffset ()
float getMajorSpan ()
float getMinorOffset ()
float getMinorSpan ()

LayoutQueue get / setDefaultQueue () void addTask (Runnable task)

Runnable waitForWork ()

oolean isLayoutValid ()

void preferenceChanged (boolean width, boolean height) () un piox

T AsyncBoxView.ChildLocator

ChildLocator ()

Shape getChildAllocation (int index, Shape a) Shape getChildAllocation (int index, Shape a) int getViewIndexAtPoint (float x, float y, Shape a) int getViewIndexAtVisualOffset (float targetOffset)

void setAllocation (Shape a)

void childChanged (ChildState cs)

void paintChildren (Graphics g)

T FlowView.FlowStrategy

View getLogicalView (FlowView fv)

void changedUpdate (FlowView fv, DocumentEvent e, Rectangle alloc) void insertUpdate (FlowView fv, DocumentEvent e, Rectangle alloc)

void removeUpdate (FlowView fv, DocumentEvent e, Rectangle alloc)

void adjustRow (FlowView fv, int rowIndex, int desiredSpan, int x)
View createView (FlowView fv, int startOffset, int spanLeft, int rowIndex)
int layoutRow (FlowView fv, int rowIndex, int pos)

void layout (FlowView fv)