

TreeNode

Accessors

```

boolean getAllowsChildren ()
TreeNode getChildAt (int childIndex)
int getChildCount ()
int getIndex (TreeNode node)
TreeNode getParent ()
boolean isLeaf ()

```

Other Public Methods

```

Enumeration children ()

```

MutableTreeNode

```

void setParent (MutableTreeNode newParent)
void setUserObject (Object object)
void insert (MutableTreeNode child, int index)
void remove (int index)
void remove (MutableTreeNode node)
void removeFromParent ()

```

Serializable

Cloneable

DefaultMutableTreeNode

```

DefaultMutableTreeNode ()
DefaultMutableTreeNode (Object userObject)
DefaultMutableTreeNode (Object userObject, boolean allowsChildren)

```

Accessors

```

TreeNode getChildAfter (TreeNode aChild)
TreeNode getChildBefore (TreeNode aChild)
int getDepth ()
TreeNode getFirstChild ()
DefaultMutableTreeNode getFirstLeaf ()
TreeNode getLastChild ()
DefaultMutableTreeNode getLastLeaf ()
int getLeafCount ()
int getLevel ()
DefaultMutableTreeNode getNextLeaf ()
DefaultMutableTreeNode getNextNode ()
DefaultMutableTreeNode getNextSibling ()
TreeNode[] getPath ()
# TreeNode[] getPathToRoot (TreeNode aNode, int depth)
DefaultMutableTreeNode getPreviousLeaf ()
DefaultMutableTreeNode getPreviousNode ()
DefaultMutableTreeNode getPreviousSibling ()
TreeNode get / isRoot ()
TreeNode getSharedAncestor (DefaultMutableTreeNode aNode)
int getSiblingCount ()
Object get / setUserObject ()
Object[] getUserObjectPath ()
boolean isNodeAncestor (TreeNode anotherNode)
boolean isNodeChild (TreeNode aNode)
boolean isNodeDescendant (DefaultMutableTreeNode anotherNode)
boolean isNodeRelated (DefaultMutableTreeNode aNode)
boolean isNodeSibling (TreeNode anotherNode)

```

Collectors

```

void add / remove (MutableTreeNode newChild)
void removeAllChildren ()

```

Object

```

Object clone ()
String toString ()

```

Other Public Methods

```

Enumeration breadthFirstEnumeration ()
Enumeration depthFirstEnumeration ()
Enumeration pathFromAncestorEnumeration (TreeNode ancestor)
Enumeration postorderEnumeration ()
Enumeration preorderEnumeration ()

```

Enumeration EMPTY_ENUMERATION

JTree.DynamicUtilTreeNode

```

DynamicUtilTreeNode (Object value, Object children)

```

Static Methods

```

void createChildren (DefaultMutableTreeNode parent, Object children)

```

Accessors

```

TreeNode getChildAt (int index)
int getChildCount ()
boolean isLeaf ()

```

Other Methods

```

Enumeration children ()
# void loadChildren ()

```

javax.swing.tree.* **TreeNode and TreePath**

Methods declared in supertypes are hidden in subtypes

TreePath

```

# TreePath ()
TreePath (Object[] path)
TreePath (Object singlePath)
# TreePath (TreePath parent, Object lastElement)
# TreePath (Object[] path, int length)

```

Accessors

```

Object getLastPathComponent ()
TreePath getParentPath ()
Object[] getPath ()
Object getPathComponent (int element)
int getPathCount ()
boolean isDescendant (TreePath aTreePath)

```

Object

```

boolean equals (Object o)
int hashCode ()
String toString ()

```

Other Public Methods

```

TreePath pathByAddingChild (Object child)

```