


java.swing.text.*

Position

Methods declared in supertypes are hidden in subtypes

 **Position**


`int getOffset ()`

`class Bias`

 **Position.Bias**

`String toString ()`

`Bias Forward, Backward`

 **TabSet**

`TabSet (TabStop[] tabs)`

Accessors

`TabStop getTab (int index)`

`TabStop getTabAfter (float location)`


`int getTabCount ()`

`int getTabIndex (TabStop tab)`

`int getTabIndexAfter (float location)`

Object

`String toString ()`

 **TabStop**

`TabStop (float pos)`

`TabStop (float pos, int align, int leader)`

Accessors

`int getAlignment ()`

`int getLeader ()`

`float getPosition ()`

Object

`boolean equals (Object other)`


`int hashCode ()`

`String toString ()`

`int ALIGN_LEFT, ALIGN_RIGHT, ALIGN_CENTER, ALIGN_DECIMAL, ALIGN_BAR, LEAD_NONE, LEAD_DOTS, LEAD_HYPHENS, LEAD_UNDERLINE, LEAD_THICKLINE, LEAD_EQUALS`

Serializable

Cloneable

 **CharacterIterator**

Accessors

`int getBeginIndex ()`

`int getEndIndex ()`

`int get / setIndex ()`

`char setIndex (int position)`

Object

`Object clone ()`

Other Public Methods

`char current ()`


`char first ()`

`char last ()`

`char next ()`

`char previous ()`

`char DONE`

 **Segment**

`Segment ()`

`Segment (char[] array, int offset, int count)`

Accessors

`boolean is / setPartialReturn ()`

Object

`String toString ()`

`char[] array`

`int offset count`

Serializable

 **javax.swing. SizeRequirements**

`SizeRequirements ()`

`SizeRequirements (int min, int pref, int max, float a)`

Static Methods

`int[] adjustSizes (int delta, SizeRequirements[] children)`

`void calculateAlignedPositions (int allocated, SizeRequirements total, SizeRequirements[] children, int[] offsets, int[] spans)`

`void calculateAlignedPositions (int allocated, SizeRequirements total, SizeRequirements[] children, int[] offsets, int[] spans, boolean normal)`

`void calculateTiledPositions (int allocated, SizeRequirements total, SizeRequirements[] children, int[] offsets, int[] spans)`

`void calculateTiledPositions (int allocated, SizeRequirements total, SizeRequirements[] children, int[] offsets, int[] spans, boolean forward)`

`SizeRequirements getAlignedSizeRequirements (SizeRequirements[] children)`

`SizeRequirements getTiledSizeRequirements (SizeRequirements[] children)`

Object

`String toString ()`

`int minimum, preferred, maximum`

`float alignment`