XU_Ziyang_swing_doc

Generated by Doxygen 1.12.0

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 4

Class Documentation

4.1 Actions Class Reference

Contains action classes for handling user interactions in the Swing application.

Classes

- class **ExitAction**

  ExitAction class that handles the exit action.
- class **PlayAction**

  PlayAction class that handles the play action.
- class **SearchAction**

  SearchAction class that handles the search action.

4.1.1 Detailed Description

Contains action classes for handling user interactions in the Swing application.

The documentation for this class was generated from the following file:

- swing/Actions.java

4.2 ClientConnection Class Reference

ClientConnection class that handles the client-side connection to the server.

Public Member Functions

- ClientConnection (String host, int port)

  Constructor for the ClientConnection class.
- void sendMessage (String message)

  Sends a message to the server.
- String receiveMessage ()

  Receives a message from the server.
- void **close** ()

  Closes the connection to the server.

4.2.1 Detailed Description

ClientConnection class that handles the client-side connection to the server.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 ClientConnection()

```
ClientConnection.ClientConnection (
            String host,
            int port)  [inline]
```

Constructor for the ClientConnection class.

Parameters

host	The host to connect to.
port	The port to connect to.

4.2.3 Member Function Documentation

4.2.3.1 receiveMessage()

```
String ClientConnection.receiveMessage ()  [inline]
```

Receives a message from the server.

Returns

The message received.

4.2.3.2 sendMessage()

```
void ClientConnection.sendMessage (
            String message)  [inline]
```

Sends a message to the server.

Parameters

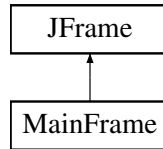|	
message	The message to send.

The documentation for this class was generated from the following file:

- swing/ClientConnection.java

4.3   MainFrame Class Reference

MainFrame class that sets up the main window.

Inheritance diagram for MainFrame:

```
            ┌──────────┐
            │  JFrame  │
            └──────────┘
                 ▲
                 │
            ┌───────────┐
            │ MainFrame │
            └───────────┘
```

Public Member Functions

- **MainFrame** ()

  Constructor for the MainFrame class.
- JTextArea **getTextArea** ()
- JTextField **getSearchField** ()
- JTextField **getPlayField** ()
- ClientConnection **getClientConnection** ()

Static Public Member Functions

- static void main (String[ ] args)

  Main method to run the application.

4.3.1   Detailed Description

MainFrame class that sets up the main window.

4.3.2   Member Function Documentation

4.3.2.1   main()

```
static void MainFrame.main (
            String[] args)  [inline], [static]
```

Main method to run the application.

Parameters

args	Command-line arguments.

The documentation for this class was generated from the following file:

- swing/MainFrame.java

Chapter 5

File Documentation

5.1 swing/Actions.java File Reference

Contains action classes for handling user interactions in the Swing application.

```
import java.awt.event.ActionEvent;
```

Classes

- class Actions

    Contains action classes for handling user interactions in the Swing application.
- class **Actions.SearchAction**

    SearchAction class that handles the search action.
- class **Actions.PlayAction**

    PlayAction class that handles the play action.
- class **Actions.ExitAction**

    ExitAction class that handles the exit action.

5.1.1 Detailed Description

Contains action classes for handling user interactions in the Swing application.

5.2 swing/ClientConnection.java File Reference

Handles the client-side connection to the server.

```
import java.io.BufferedReader;
```

Classes

- class ClientConnection

    ClientConnection class that handles the client-side connection to the server.

5.2.1 Detailed Description

Handles the client-side connection to the server.

5.3 swing/MainFrame.java File Reference

Main application frame for the Swing application.

```
import javax.swing.border.EmptyBorder;
```

Classes

- class MainFrame

  MainFrame class that sets up the main window.

5.3.1 Detailed Description

Main application frame for the Swing application.