# **CSE 1325 OBJECT-ORIENTED PROGRAMMING**

#### Exam #2 -=# HANDOUT Rev 1 #=- Fall 2021

Note: "extends" in this document includes multi-generational inheritance: Superclass members are also available to the subclass. Square brackets [] denote optional parameters via overloaded members.

# **Superclasses**

# Component

#### Rectangle getBounds()

Gets the bounds of this component in the form of a Rectangle object.

#### void repaint()

Repaints this component at the earliest opportunity.

# **Container extends Component**

#### Component add(Component comp, [int index])

Appends the specified component at the given position or end of the container.

#### void add(Component comp, Object constraints, [int index])

Adds the specified component with constraints at the given position or end of the container.

### void setLayout(LayoutManager manager)

Sets the LayoutManager.

# JComponent extends Container

### void paintComponent(Graphics g)

Calls the UI delegate's paint method, if the UI delegate is non-null.

## void setBackground(Color bg)

Sets the background color of this component.

## void setBorder(Border border)

Sets the border of this component.

#### void setEnabled(boolean enabled)

Sets whether or not this component is enabled.

# void setForeground(Color fg)

Sets the foreground color of this component.

## void setToolTipText(String text)

Registers the text to display in a tool tip.

#### void setVisible(boolean aFlag)

Makes the component visible or invisible.

## **Window extends Container**

void setSize(int width, int height)

# **Primary Containers**

## JFrame extends Window

JFrame(String title)

#### Container getContentPane()

Returns the contentPane object for this frame.

### void setDefaultCloseOperation(int operation)

Sets the operation that will happen by default when the user initiates a "close" on this frame (DISPOSE\_ON\_CLOSE, DO\_NOTHING\_ON\_CLOSE, EXIT\_ON\_CLOSE, HIDE\_ON\_CLOSE).

## void setJMenuBar(JMenuBar menubar)

Sets the menubar for this frame.

# JDialog extends Window

JDialog(Frame owner, String title)

#### void setDefaultCloseOperation(int operation)

Sets the operation that will happen by default when the user initiates a "close" on this dialog (DISPOSE\_ON\_CLOSE, DO\_NOTHING\_ON\_CLOSE, EXIT\_ON\_CLOSE, HIDE\_ON\_CLOSE).

# JPanel extends JComponent

JPanel()

# **Layout Managers**

# **BorderLayout**

BorderLayout([int hgap, int vgap])

Constraints: PAGE\_START, PAGE\_END, LINE\_START, LINE\_END, CENTER

# **BoxLayout**

## BoxLayout(Container target, int axis)

Axis: LINE\_AXIS, PAGE\_AXIS, X\_AXIS, Y\_AXIS

# **FlowLayout**

## FlowLayout([int align, [int hgap, int vgap]])

Align: CENTER, LEFT, RIGHT, LEADNG, TRAILING

# **GridLayout**

GridLayout([int rows, int cols, [int hgap, int vgap]])

# **GridBagLayout**

#### GridBagLayout()

void setConstraints(Component comp, GridBagConstraints constraints)

Sets the constraints for the specified component in this layout.

# **GridBagConstraints**

#### **GridBagConstraints()**

#### int anchor

Determines where, within the display area, to place the component: PAGE\_START, PAGE\_END, LINE\_START, LINE\_END, FIRST\_LINE\_START, FIRST\_LINE\_END, LAST\_LINE\_START, LAST\_LINE\_END

#### int fill

Determines how to resize the component: NONE, HORIZONTAL, VERTICAL, BOTH

#### int gridheight, gridwidth

Specifies the number of cells in a row and column for the component's display area. REMAINDER means use all remaining cells. RELATIVE means use all remaining cells except one.

#### **Insets insets**

Specifies the external padding of the component, the minimum amount of space between the component and the edges of its display area. The constructor for Insets is Insets(int top, int left, int bottom, int right)

#### int ipadx, ipady

Specifies the internal padding of the component, how much space to add to the minimum width of the component.

## double gridx, gridy

Specifies the cell containing the leading edge of the component's display area, where the first cell in a row has gridx=0 and in a column has gridy=0. RELATIVE specifies that the component be placed just below the component that was added to the container just before this component was added.

#### double weightx, weighty

Specifies how to distribute extra horizontal and vertical space.

# **JOptionPane**

optionType: YES\_NO\_CANCEL\_OPTION, YES\_NO\_OPTION, OK\_CANCEL\_OPTION

messageType: PLAIN\_MESSAGE, INFORMATION\_MESSAGE, QUESTION\_MESSAGE,

WARNING\_MESSAGE, ERROR\_MESSAGE

static int showConfirmDialog(Component parentComponent, Object message, [String title, int optionType, [int messageType, [Icon icon]]])

Brings up a dialog with a specified icon, where the number of choices is determined by the optionType parameter.

static String showInputDialog(Component parentComponent, Object message[, Object initialSelectionValue])

Shows a question-message dialog requesting input from the user and parented to parentComponent.

static String showInputDialog(Component parentComponent, Object message, String title, int messageType)

Shows a dialog requesting input from the user parented to parentComponent with the dialog having the title title and message type messageType.

static Object showInputDialog(Component parentComponent, Object message, String title, int messageType, Icon icon, Object[] selectionValues, Object initialSelectionValue)

Prompts the user for input in a blocking dialog where all options can be specified.

static void showMessageDialog(Component parentComponent, Object message, [String title, int messageType, [Icon icon]])

Brings up a dialog displaying a message, specifying all parameters.

static int showOptionDialog(Component parentComponent, Object message, String title, int optionType, int messageType, Icon icon, Object[] options, Object initialValue)

Brings up a dialog with a specified icon, where the initial choice is determined by the initial Value parameter and the number of choices is determined by the option Type parameter.

# **JFileChooser**

JFileChooser([String currentDirectoryPath])

void addChoosableFileFilter(FileFilter filter)

Adds a filter to the list of user choosable file filters.

File getSelectedFile()

Returns the selected file.

void setFileFilter(FileFilter filter)

Sets the current file filter.

int showOpenDialog(Component parent)

Pops up an "Open File" file chooser dialog.

int showSaveDialog(Component parent)

Pops up a "Save File" file chooser dialog.

# FileNameExtensionFilter extends FileFilter

FileNameExtensionFilter(String description, String... extensions)

# **Main Window Widgets**

Note: ALL widgets extend JComponent

# **JMenuBar**

JMenuBar()

JMenu add(JMenu c)

Appends the specified menu to the end of the menu bar.

# **JMenu**

JMenu(String s)

JMenuItem add(JMenuItem menuItem)

Appends a menu item to the end of this menu.

# **JMenultem**

JMenuItem(String text, [Icon icon])

void addActionListener(ActionListener I)

Adds an ActionListener to the widget.

# **JToolBar**

JToolBar()

void addSeparator([Dimension size])

Appends a separator of a specified size to the end of the tool bar.

# **JButton**

See Other Widgets

# **Other Widgets**

Note: ALL widgets extend JComponent

# **AbstractButton**

## void addActionListener(ActionListener I)

Adds an ActionListener to the widget.

#### boolean isSelected()

Returns the state of the button.

### void setSelected(boolean b)

Sets the state of the button.

## JButton extends AbstractButton

JButton([String text], [Icon icon]])

# JCheckBox extends AbstractButton

JCheckBox([String text], [Icon icon], [boolean selected])

# JComboBox<E>

### JComboBox(E[] items)

## void addActionListener(ActionListener I)

Adds an ActionListener to the widget.

#### void addItem(E item)

Adds an item to the item list.

### E getItemAt(int index)

Returns the list item at the specified index.

## int getItemCount()

Returns the number of items in the list.

## int getSelectedIndex()

Returns the first item in the list that matches the given item.

### Object getSelectedItem()

Returns the current selected item.

### void setEditable(boolean aFlag)

Determines whether the JComboBox field is editable.

#### void setSelectedIndex(int anIndex)

Selects the item at index anIndex.

## void setSelectedItem(Object anObject)

Sets the selected item in the combo box display area to the object in the argument.

# **JLabel**

### JLabel([String text], [Icon icon], [int horizontalAlignment])

horizontalAlignment: SwingConstants.LEFT, CENTER, RIGHT, LEADING, TRAILING

## String getText()

Returns the text string that the label displays.

### Icon getIcon()

Returns the graphic image (glyph, icon) that the label displays.

#### void setIcon(Icon icon)

Defines the icon this component will display.

#### void setText(String text)

Defines the single line of text this component will display.

# **JProgressBar**

## JProgressBar([int orient], [int min, int max])

orient: SwingConstants.VERTICAL, HORIZONTAL

## double getPercentComplete()

Returns the percent complete for the progress bar.

### void setString(String s)

Sets the value of the progress string.

#### void setValue(int n)

Sets the progress bar's current value to n.

# JRadioButton extends AbstractButton

JRadioButton(String text, Icon icon, boolean selected)

# **JSlider**

## JSlider([int orientation], [int min, int max], [int value])

# void addChangeListener(ChangeListener I)

Adds a ChangeListener to the slider.

# int getValue()

Returns the slider's current value.

#### void setValue(int n)

Sets the slider's current value to n.

# **JSpinner**

## JSpinner(SpinnerModel model)

### void addActionListener(ActionListener I)

Adds an ActionListener to the widget.

### Object getValue()

Returns the current value of the model, typically this value is displayed by the editor.

### void setValue(Object value)

Changes current value of the model, typically this value is displayed by the editor.

# **JSpinnerModel**

SpinnerNumberModel(int value, int minimum, int maximum, int stepSize)

SpinnerNumberModel(double value, double minimum, double maximum, double stepSize)

# **JTextField**

## JTextField([String text], [int columns])

## void addActionListener(ActionListener I)

Adds an ActionListener to the widget.

### String getText()

Returns the text contained in this TextComponent.

## void setText(String t)

Sets the text of this TextComponent to the specified text.

# JToggleButton extends AbstractButton

JToggleButton([String text], [Icon icon], [boolean selected])

# **Other Classes**

# **Graphics2D extends Graphics**

#### **Graphics create()**

Creates a new Graphics object that is a copy of this Graphics object.

#### boolean drawlmage(Image img, int x, int y, ImageObserver observer)

Draws as much of the specified image as is currently available.

### void drawLine(int x1, int y1, int x2, int y2)

Draws a line, using the current color, between the points (x1, y1) and (x2, y2) in this graphics context's coordinate system.

### void drawRect(int x, int y, int width, int height)

Draws the outline of the specified rectangle.

### void drawString(String str, int x, int y)

Draws the text given by the specified string, using this graphics context's current font and color.

### void setBackground(Color color)

Sets the background color for the Graphics2D context.

#### void setColor(Color c)

Sets this graphics context's current color to the specified color.

#### void setFont(Font font)

Sets this graphics context's font to the specified font.

#### void translate(int x, int y)

Translates the origin of the graphics context to the point (x, y) in the current coordinate system.

# Color

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Color(float r, float g, float b, [float a])
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Color(int r, int g, int b, [int a])

Color(int rgb)

### int getRGB()

Returns the RGB value representing the color in the default sRGB ColorModel.

Color BLACK, BLUE, CYAN, DARK\_GRAY, GRAY, GREEN, LIGHT\_GRAY, MAGENTA, ORANGE, PINK, RED, WHITE, YELLOW

# **Dimension**

### Dimension(int width, int height)

### int height, width

Number of pixels in each direction

# Imagelcon implements Icon

Imagelcon([String filename, [String description]])

# **Interface ActionListener**

# void actionPerformed(ActionEvent e)

Invoked when an action occurs.

# **ActionEvent**

## String getActionCommand()

Returns the command string associated with this action.

### int getModifiers()

Returns the bitwise OR of the modifier keys held down during this action event (ALT\_MASK, CTRL\_MASK, META\_MASK, SHIFT\_MASK).

# Interface ChangeListener

#### void stateChanged(ChangeEvent e)

Invoked when the target of the listener has changed its state.

# ChangeEvent

### Object getSource()

The object on which the Event initially occurred.

# Rectangle

Rectangle([int x, int y], int width, int height)

#### int height, width

Number of pixels in each direction

### int x, y

Location on the Cartesian plane