

Simple Guide to Simple Swing Building & Event Handling in Java

+++ To Create a Swing GUI +++

1. Create a Class the extends JFrame;
2. import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
3. Declare all components used in the GUI (including JPanels).

+++ Inside the class constructor +++

4. Initialise all components inside the class constructor.
5. add GUI components to appropriate JPanels.
6. add appropriate JPanels to JFrame.
7. Declare handlers and register them with components that use them.

+++ To Test a Swing GUI +++

===== should be inside main function=====

8. import javax.swing.JFrame (if main is in another class)
9. Create an object (say m) of the above class;
10. m.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
11. m.setSize(x, y);
12. m.setVisible(true);

+++ To Handle Event Handling +++

13. Create a private class handler that implements ActionListener
14. Inside the handler class implement a function
public void actionPerformed(ActionEvent event)
that handles action(s) to be performed.

15. Test the program

Order of steps in coding: 2,1,3,4,5,6,7,13,14,15,9,10,11,12

Note: The above order is not unique