

# Graphical User Interfaces

Advanced GUI Components

COMP2603

Object Oriented Programming 1

Week 6

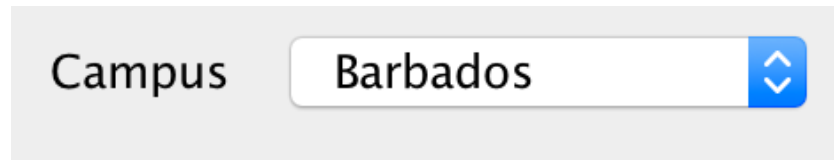
# Outline

- Graphical User Interfaces
  - Advanced GUI Components
    - ComboBox
    - Radio Button
    - Check Box

# Advanced GUI Components

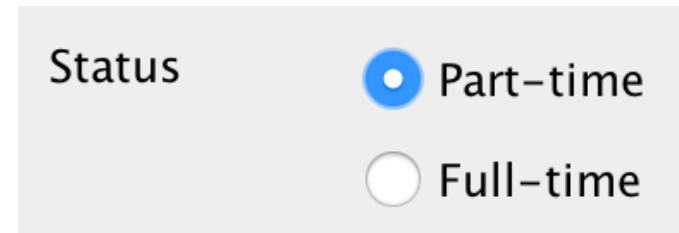
Three advanced GUI components are:

- Combo Box



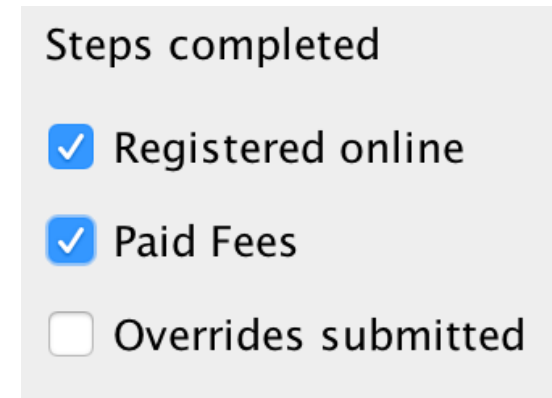
Campus Barbados

- Radio Button



Status ☒ Part-time ☐ Full-time

- Check Box



Steps completed

☒ Registered online

☒ Paid Fees

☐ Overrides submitted

# Combo Box

A combo box combines a button with a drop-down list.

It is available in Swing as `JComboBox`

If a user clicks on the button, a drop-down list is displayed.

The user can then scroll down the drop-down list and select a value which is then displayed.

# Combo Box Examples

Campus

**Automatic option displayed**

Campus 

- ✓ Barbados
- Jamaica
- Trinidad
- Open Campus

**Selecting from the list**

Campus

**Selected option displayed**

# Creating a Combo Box

```
/* short hand for creating an array and filling it with
data */
String[] countries = new String{"Barbados", "Jamaica",
"Trinidad", "Open Campus"};

// #1 Creating a combo box and passing in the array
JComboBox countriesCB = new JComboBox(countries);

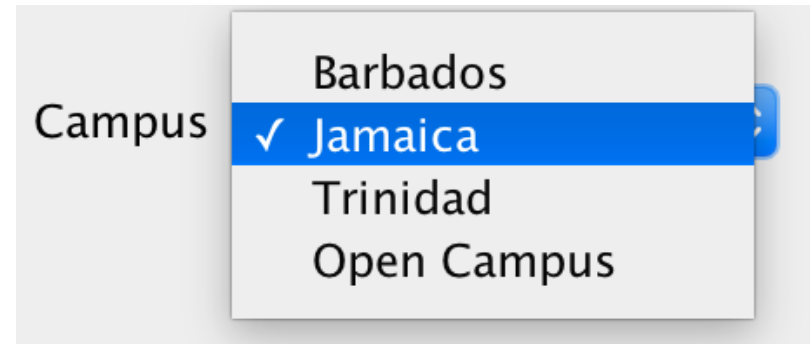
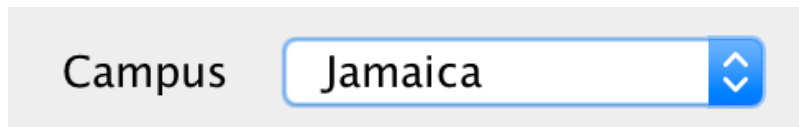
// #2 Creating a combo box and setting options
JComboBox countriesCB = new JComboBox();
countriesCB.addItem("Barbados");
countriesCB.addItem("Jamaica");
countriesCB.addItem("Trinidad");
countriesCB.addItem("Open Campus");
```

# Combo Box Methods

## Automatic Position of Selected Item

//#1 Automatically position combo box at particular option  
`countriesCB.setSelectedIndex(1); // Jamaica`

//#2 Automatically position combo box at particular option  
`countriesCB.setSelectedItem("Jamaica"); // Jamaica`



# Combo Box Methods

## Getting Value of Selected Item

```
/* Retrieve the Object selected from the combo box  
   and get its String representation */  
String country = countriesCB.getSelectedItem().toString();
```



# Combo Box Methods

## Setting the Value to a Selected Item

```
// Suppose we have a Student object with a campus location
String country = student.getCampusLocation();

/* If we want to set the combo box automatically to this
location, we have to write a method in our GUI class to parse
the data model of the combo box and extract the index of the
student's country. Return -1 if not found */
int countryIndex = getCountryIndex(country);

/* If valid, set the combo box to display country at that index
if(countryIndex >= 0)
    countriesCB.setSelectedIndex(countryIndex);
```

# Radio Button

A radio button can be selected or de-selected by the user. It is available in Swing as `JRadioButton`.

A `ButtonGroup` object can be used to group together a set of `JRadioButton` objects so that only one `JRadioButton` can be selected at a time.

# Radio Button

Status

☐ Part-time

☐ Full-time

**No selection**

Status

☒ Part-time

☐ Full-time

**Selecting one option**

Status

☒ Part-time

☒ Full-time

**Selecting both options.  
If not correct, then a  
ButtonGroup should be used**

# Creating Radio Button Objects

```
//declare Radio Buttons
JRadioButton status1, status2;

//declare Button Group for grouping Radio Buttons together
ButtonGroup statusGroup;

//initialise Radio Buttons
status1 = new JRadioButton("Part-time");
status2 = new JRadioButton("Full-time");

//initialise Button Group
statusGroup = new ButtonGroup();

/* add Radio Buttons to Button Group -> only 1 can be
selected now on the GUI */
statusGroup.add(status1);
statusGroup.add(status2);
```

# Radio Button Method

## Automatic Selected Item

```
// Automatically select particular option  
status1.setSelected(true);
```

Status

☒ Part-time

☐ Full-time

# Radio Button Methods

## Getting Value of Selected Item

```
String status;    //for saving selected value
if(status1.isSelected())
    status = status1.getText(); //get displayed value
else
    status = status2.getText();
```

**Status will be Full-time**

Status	<input type="radio"/> Part-time
	<input checked="" type="radio"/> Full-time

# Check Box

A check box is similar to a radio button and can be selected or de-selected by the user.

A check mark is usually placed inside the check box to indicate it has been selected.

If a group of check boxes is used, the user can select as many as required.

It is available in Swing as `JCheckBox`.

# Check Box

Steps completed

- ☐ Registered online
- ☐ Paid Fees
- ☐ Overrides submitted

**No selection**

Steps completed

- ☒ Registered online
- ☒ Paid Fees
- ☐ Overrides submitted

**A few selections**



# Creating Check Boxes

```
//create a check box array
```

```
JCheckBox[] steps = new JCheckBox[3];
```

```
//enter options
```

```
steps[0] = new JCheckBox("Registered Online");
```

```
steps[1] = new JCheckBox("Paid Fees");
```

```
steps[2] = new JCheckBox("Overrides Submitted");
```

# Getting Values of Check Boxes

*//see slide on ArrayLists*

```
ArrayList<String> stepsCompleted;
```

```
stepsCompleted = new ArrayList<String>();
```

```
for(int i = 0; i< steps.length; i++){ //for all boxes
    if(steps[i].isSelected()){ //if box is selected
        String label = steps[i].getText(); //get box value
        stepsCompleted.add(label); //add value to list
    }
}
```

# API Links

JComboBox: <https://docs.oracle.com/en/java/javase/21/docs/api/java.desktop/javax.swing/JComboBox.html>

JRadioButton: <https://docs.oracle.com/en/java/javase/21/docs/api/java.desktop/javax.swing/JRadioButton.html>

JCheckBox: <https://docs.oracle.com/en/java/javase/21/docs/api/java.desktop/javax.swing/JCheckBox.html>