

**INSTITUTO FEDERAL DE
EDUCAÇÃO, CIÊNCIA E TECNOLOGIA**
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Câmpus Feliz

GUI – Window Builder

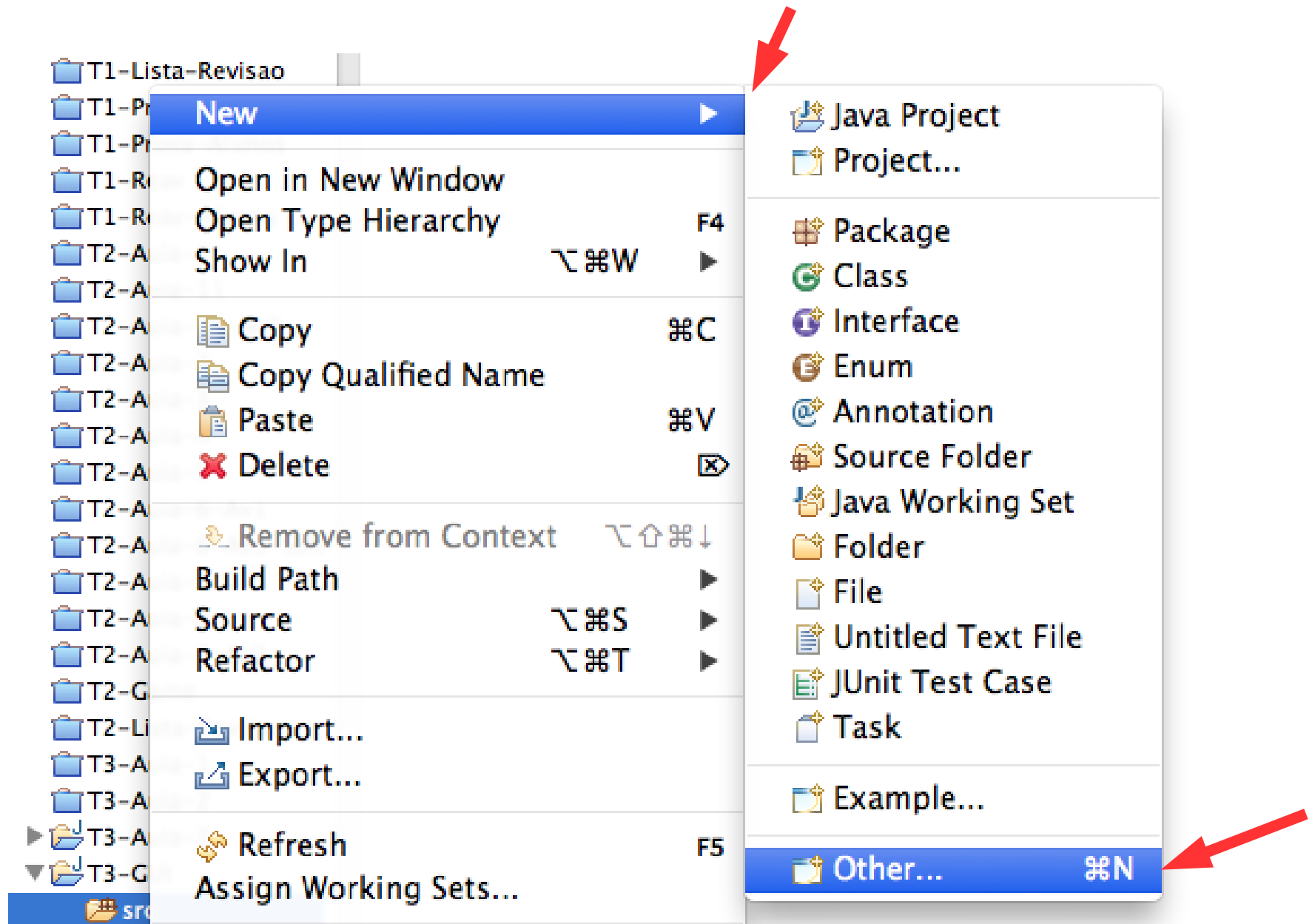
Prof. Moser Fagundes

Programação II

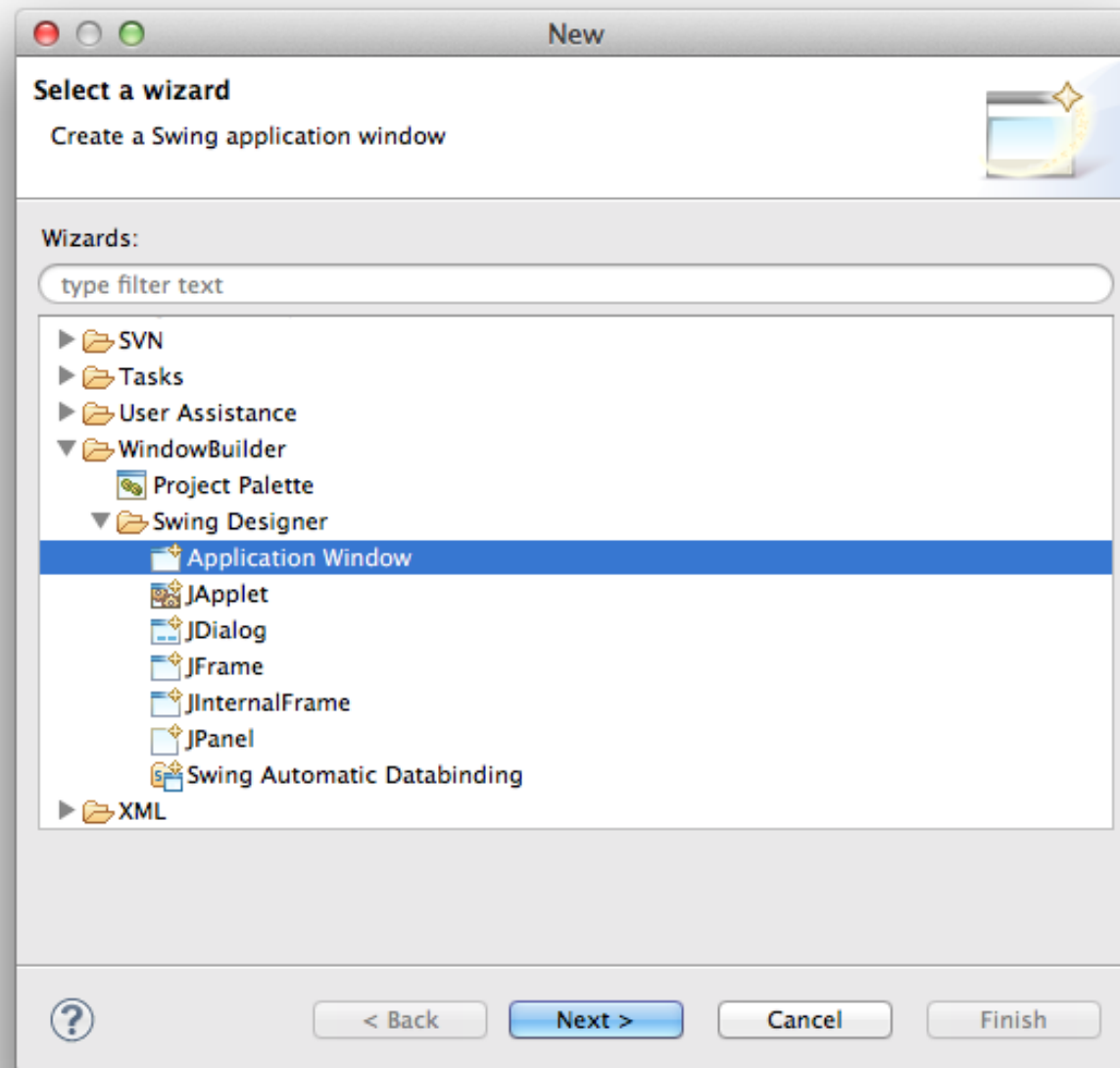
Sumário

- Tela básica
- Abas de código e design
- Componentes básicos e suas propriedades
- Eventos
- Exercícios

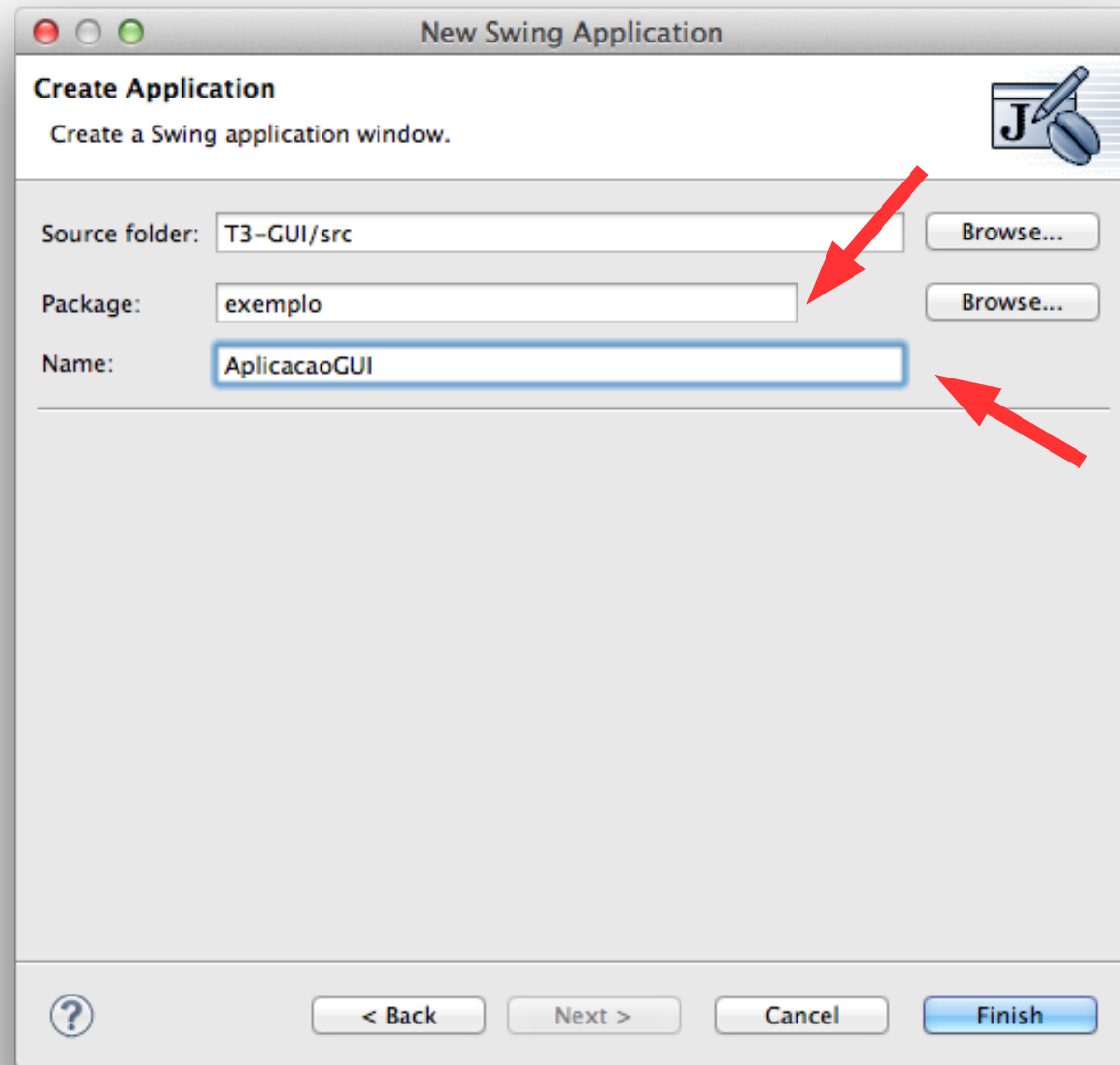
Como criar uma tela básica (vazia)



Como criar uma tela básica (vazia)



Como criar uma tela básica (vazia)



Aba de código (source)



```
package exemplo;

import java.awt.EventQueue;

public class AplicacaoGUI {

    private JFrame frame;

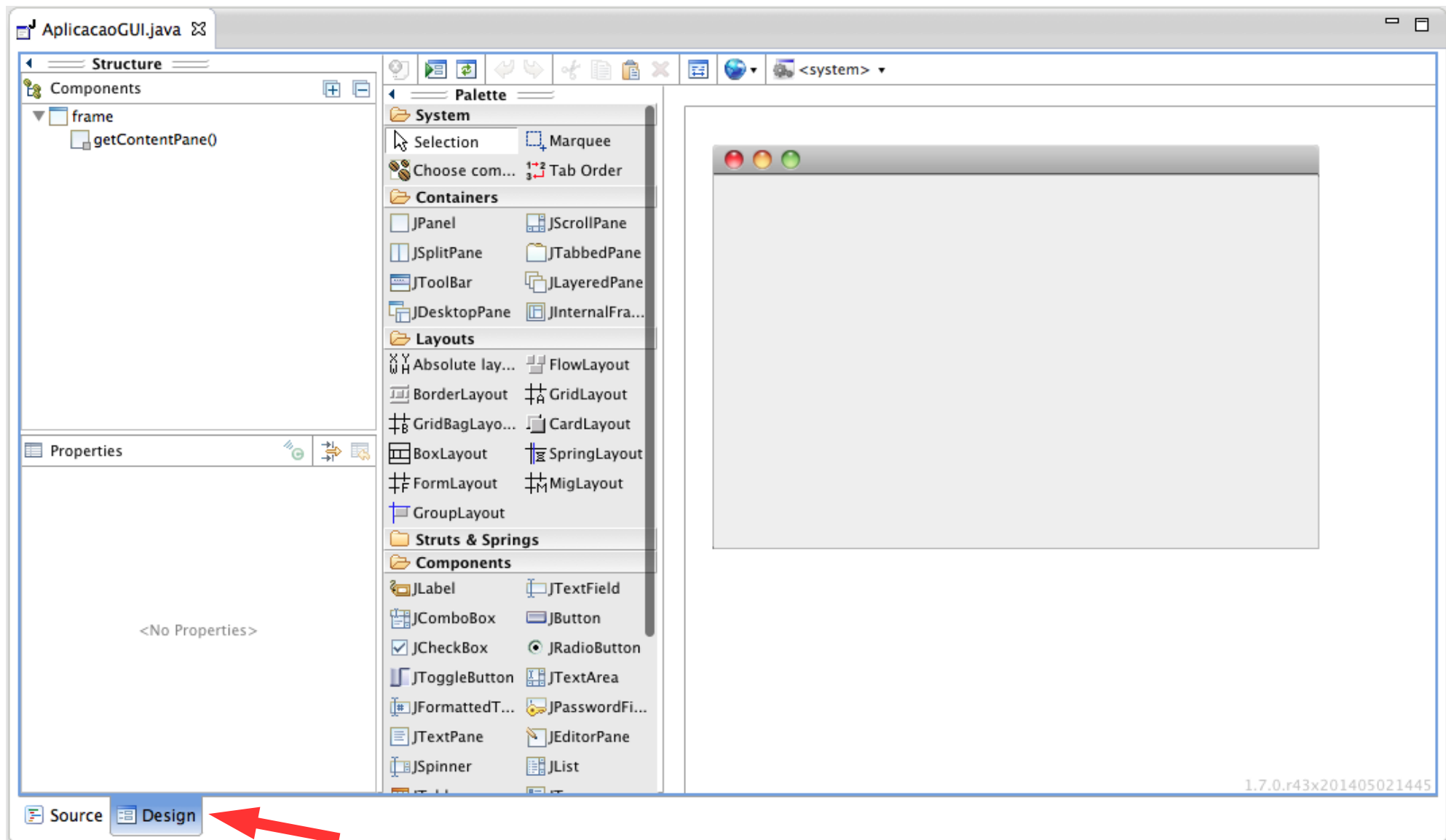
    /**
     * Launch the application.
     */
    public static void main(String[] args) {
        EventQueue.invokeLater(new Runnable() {
            public void run() {
                try {
                    AplicacaoGUI window = new AplicacaoGUI();
                    window.frame.setVisible(true);
                } catch (Exception e) {
                    e.printStackTrace();
                }
            }
        });
    }

    /**
     * Create the application.
     */
    public AplicacaoGUI() {
        initialize();
    }

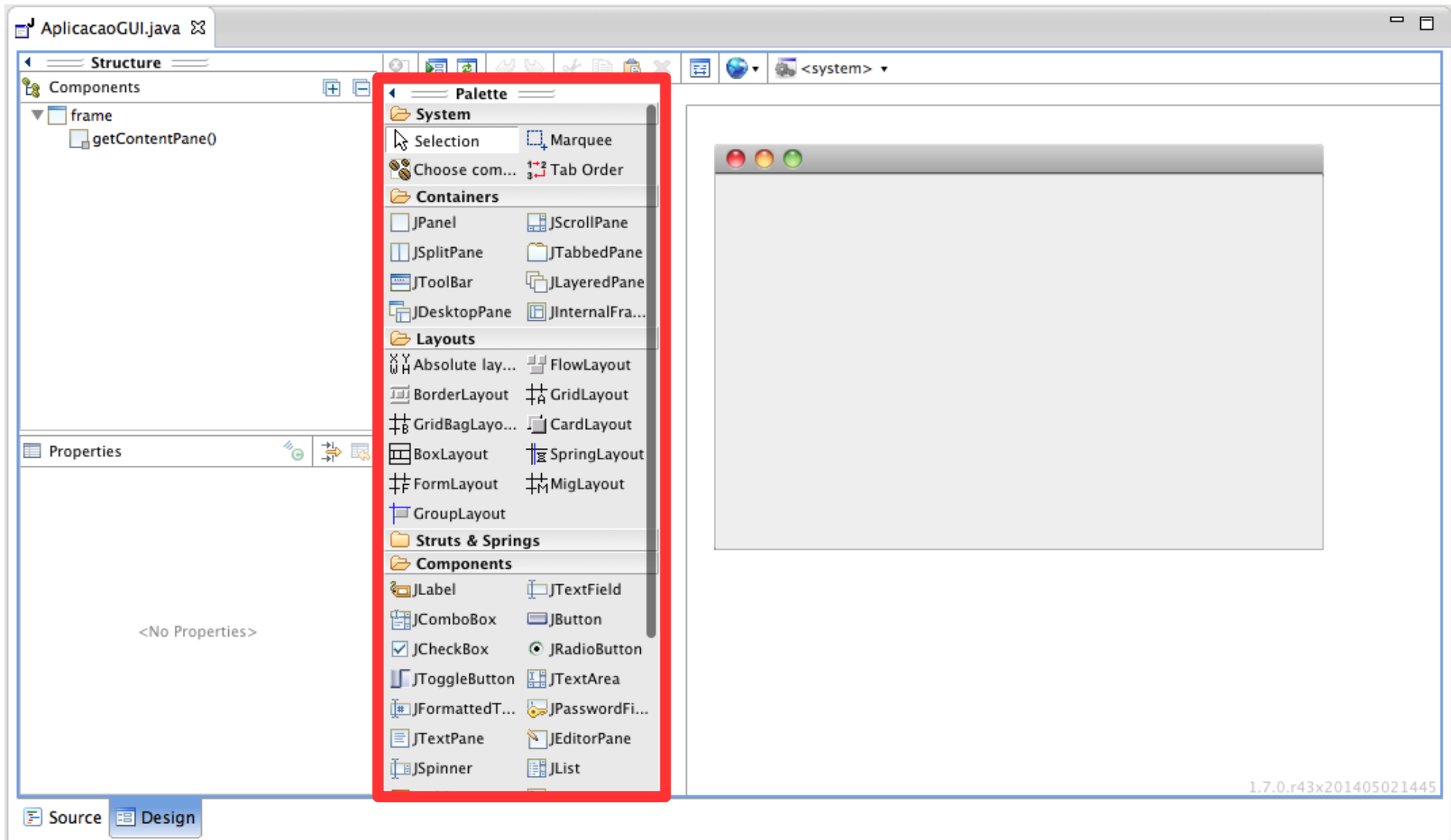
    /**
     * Initialize the contents of the frame.
     */
    private void initialize() {
        frame = new JFrame();
        frame.setBounds(100, 100, 450, 300);
    }
}
```

Source Design

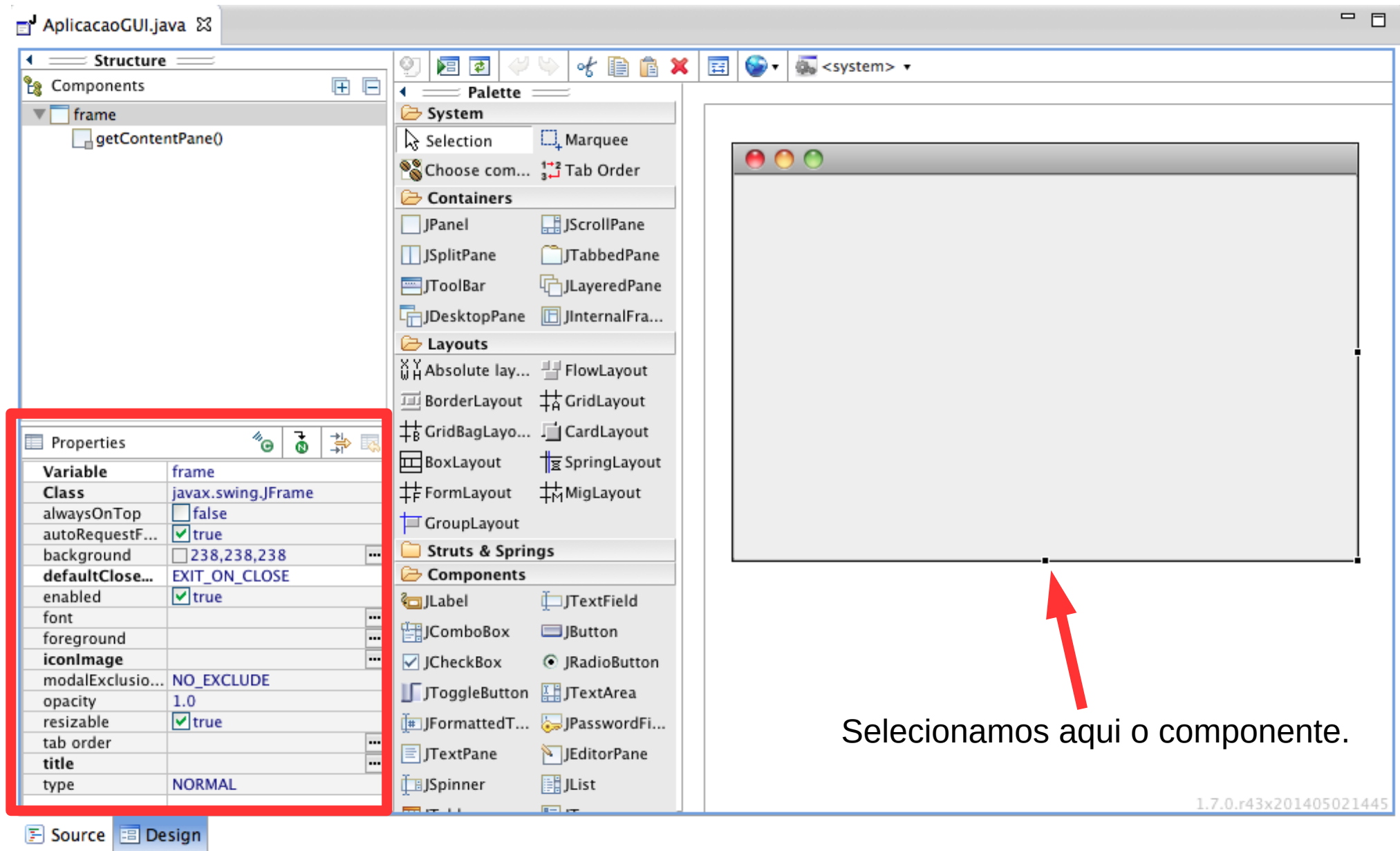
Aba de desenho (design)



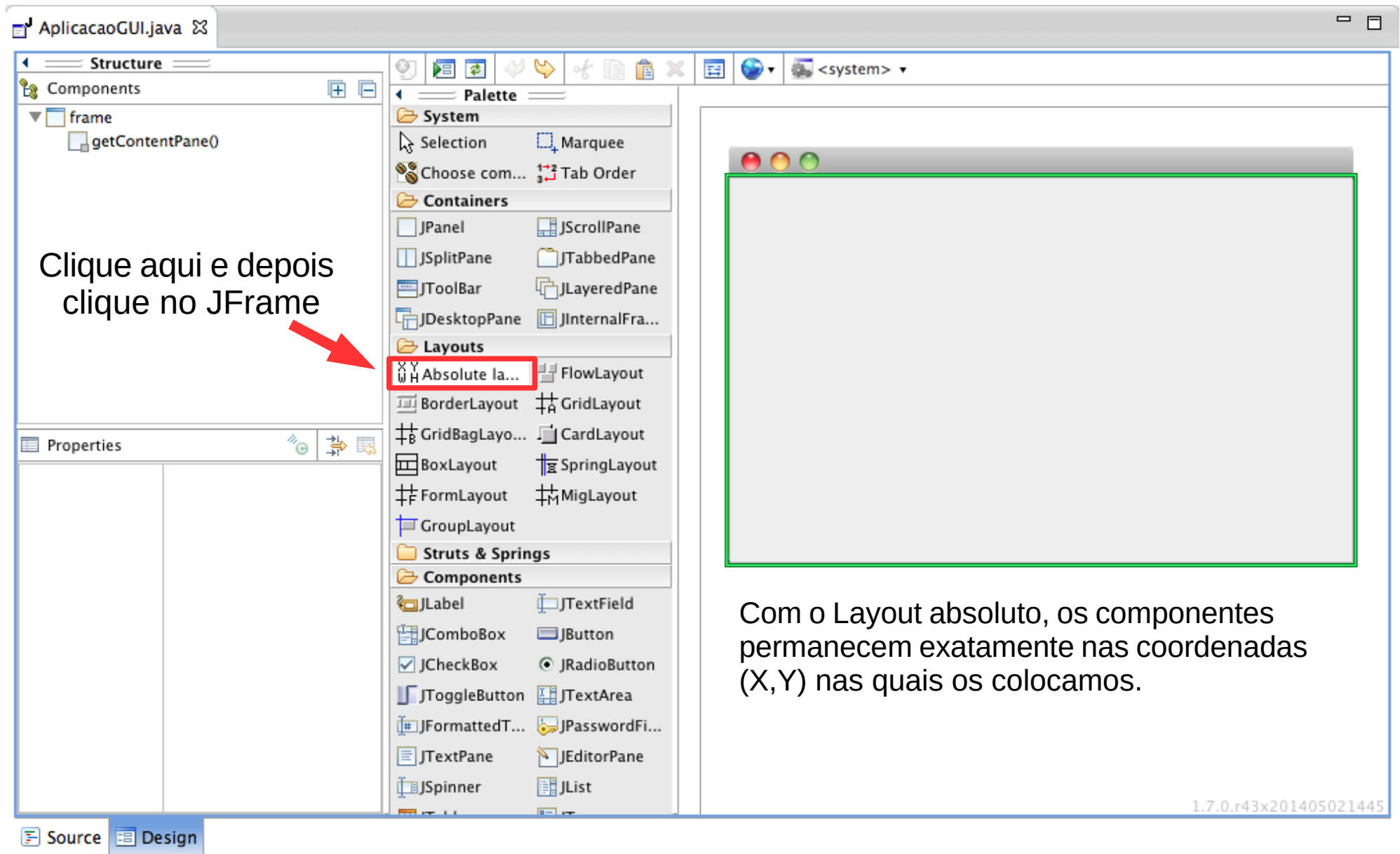
Paleta de componentes



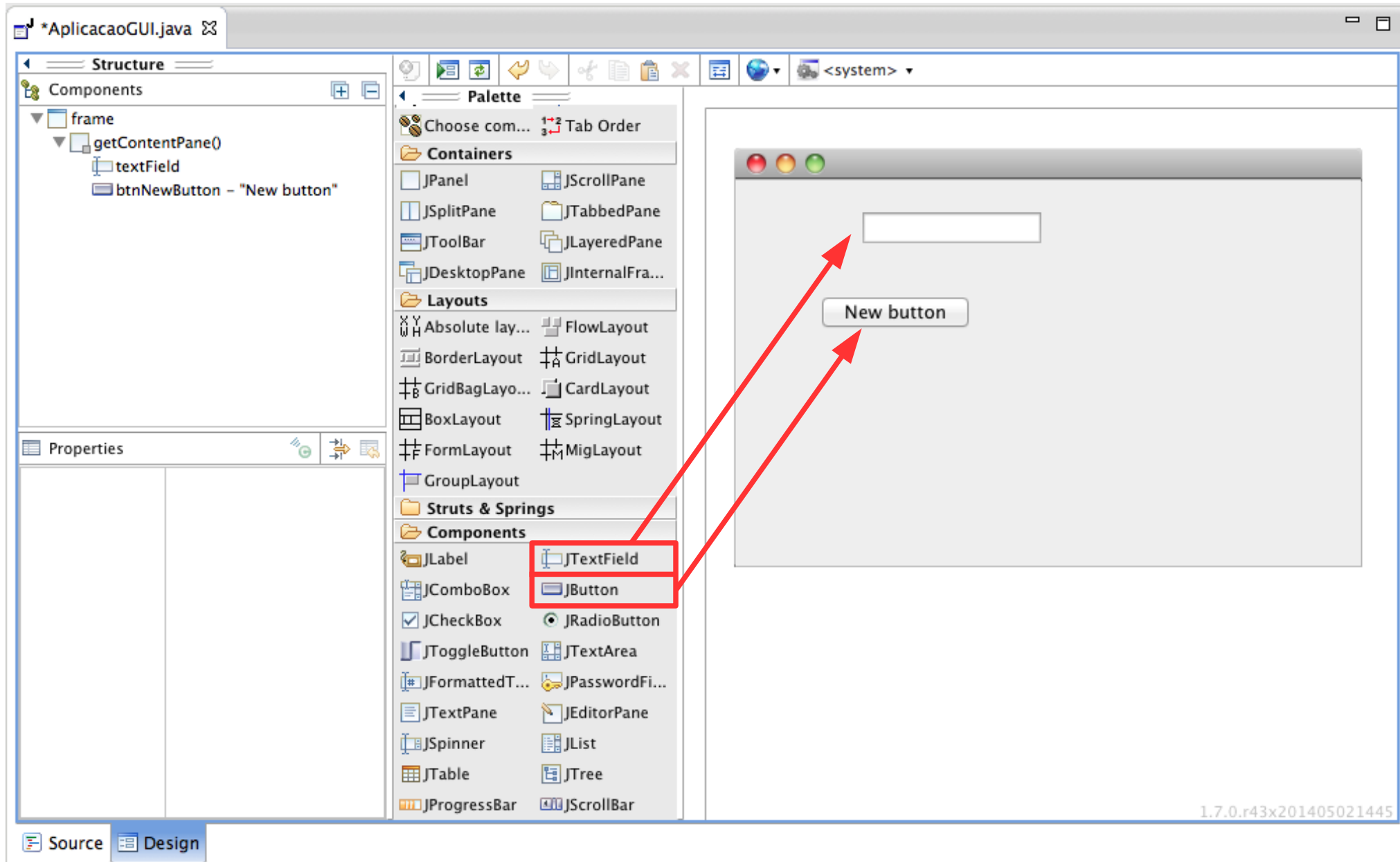
Tela de propriedades do componente selecionado



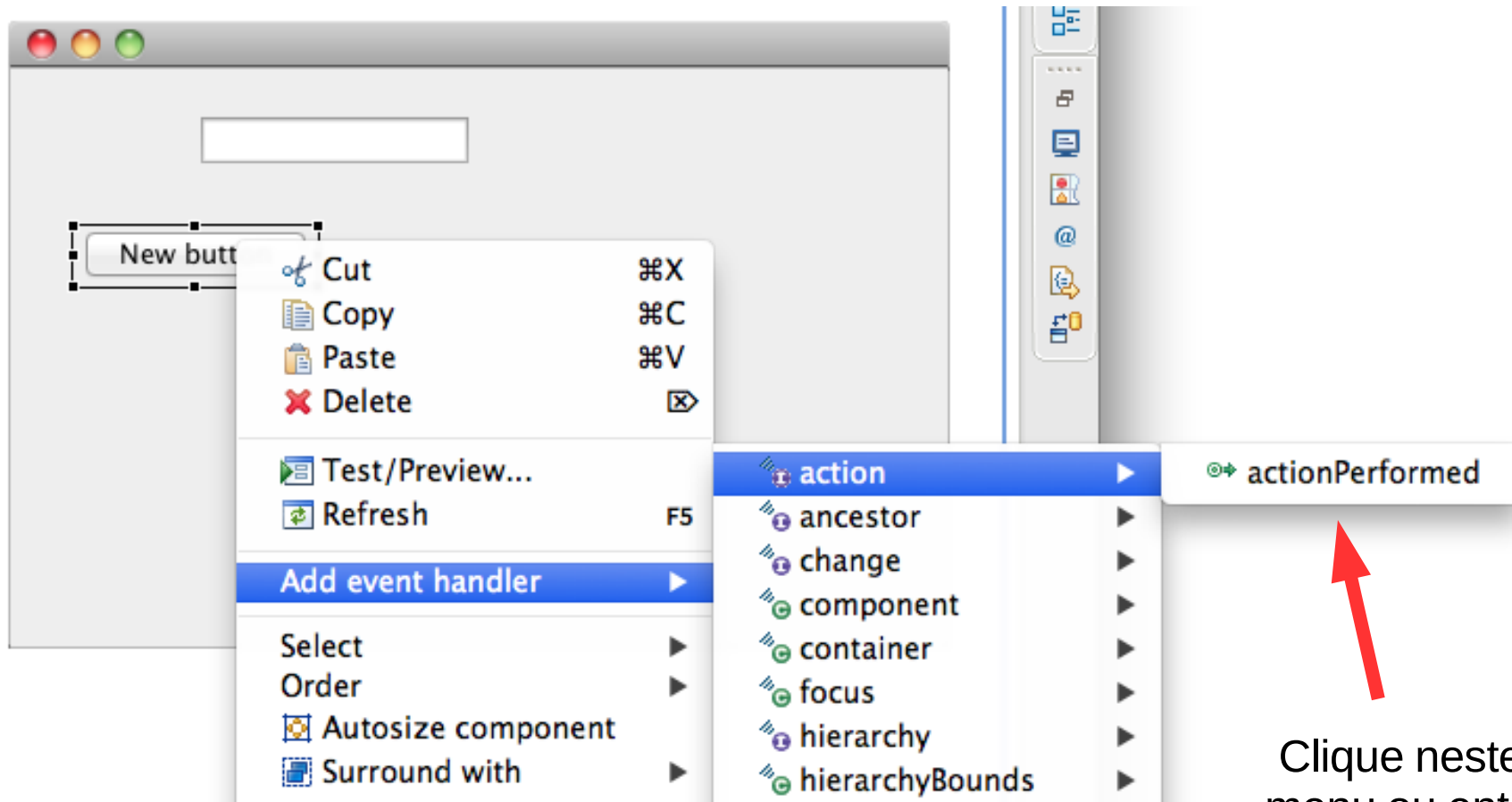
Seleção de Layout (usamos absoluto)



JTextBox e JButton.



Lidando com eventos: clique com o mouse



Clique neste item do menu ou então dê um duplo clique no botão.

O resultado do clique é mostrado no próximo slide.

Lidando com eventos: clique com o mouse

```
/**
 * Initialize the contents of the frame.
 */
private void initialize() {
    frame = new JFrame();
    frame.setBounds(100, 100, 450, 300);
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.getContentPane().setLayout(null);

    textField = new JTextField();
    textField.setBounds(89, 21, 134, 28);
    frame.getContentPane().add(textField);
    textField.setColumns(10);

    JButton btnNewButton = new JButton("New button");
    btnNewButton.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            |
        }
    });
    btnNewButton.setBounds(31, 76, 117, 29);
    frame.getContentPane().add(btnNewButton);
}
```

Neste método, você vai colocar o código que deve ser executado quando o botão for clicado.

JTextArea

*AplicacaoGUI.java

Structure

- Components
 - frame
 - getContentPane()
 - textField
 - btnNewButton - "New button"
 - textArea

Properties

Variable	textArea
Bounds	(207, 21, 220, 232)
Class	javax.swing.JTextArea
background	255,255,255
columns	0
dropMode	USE_SELECTION
editable	<input checked="" type="checkbox"/> true
enabled	<input checked="" type="checkbox"/> true
font	Lucida Grande 13
foreground	0,0,0
lineWrap	<input type="checkbox"/> false
rows	0
tabSize	8
text	
toolTipText	
wrapStyleWord	<input type="checkbox"/> false

Palette

- Choose com... 1-2 Tab Order
- Containers
 - JPanel
 - JScrollPane
 - JSplitPane
 - JTabbedPane
 - JToolBar
 - JLayeredPane
 - JDesktopPane
 - JInternalFra...
- Layouts
 - Absolute lay...
 - FlowLayout
 - BorderLayout
 - GridLayout
 - GridBagLayo...
 - CardLayout
 - BoxLayout
 - SpringLayout
 - FormLayout
 - MigLayout
- GroupLayout
- Struts & Springs
- Components
 - JLabel
 - JTextField
 - JComboBox
 - JButton
 - JCheckBox
 - JRadioButton
 - JToggleButton
 - JTextArea
 - JFormattedT...
 - JPasswordField
 - JTextPane
 - JEditorPane
 - JSpinner
 - JList
 - JTable
 - JTree
 - JProgressBar
 - JScrollBar

Design

1.7.0.r43x201405021445

Copiando texto de um componente para outro

```
/**
 * Initialize the contents of the frame.
 */
private void initialize() {
    frame = new JFrame();
    frame.setBounds(100, 100, 450, 300);
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.getContentPane().setLayout(null);

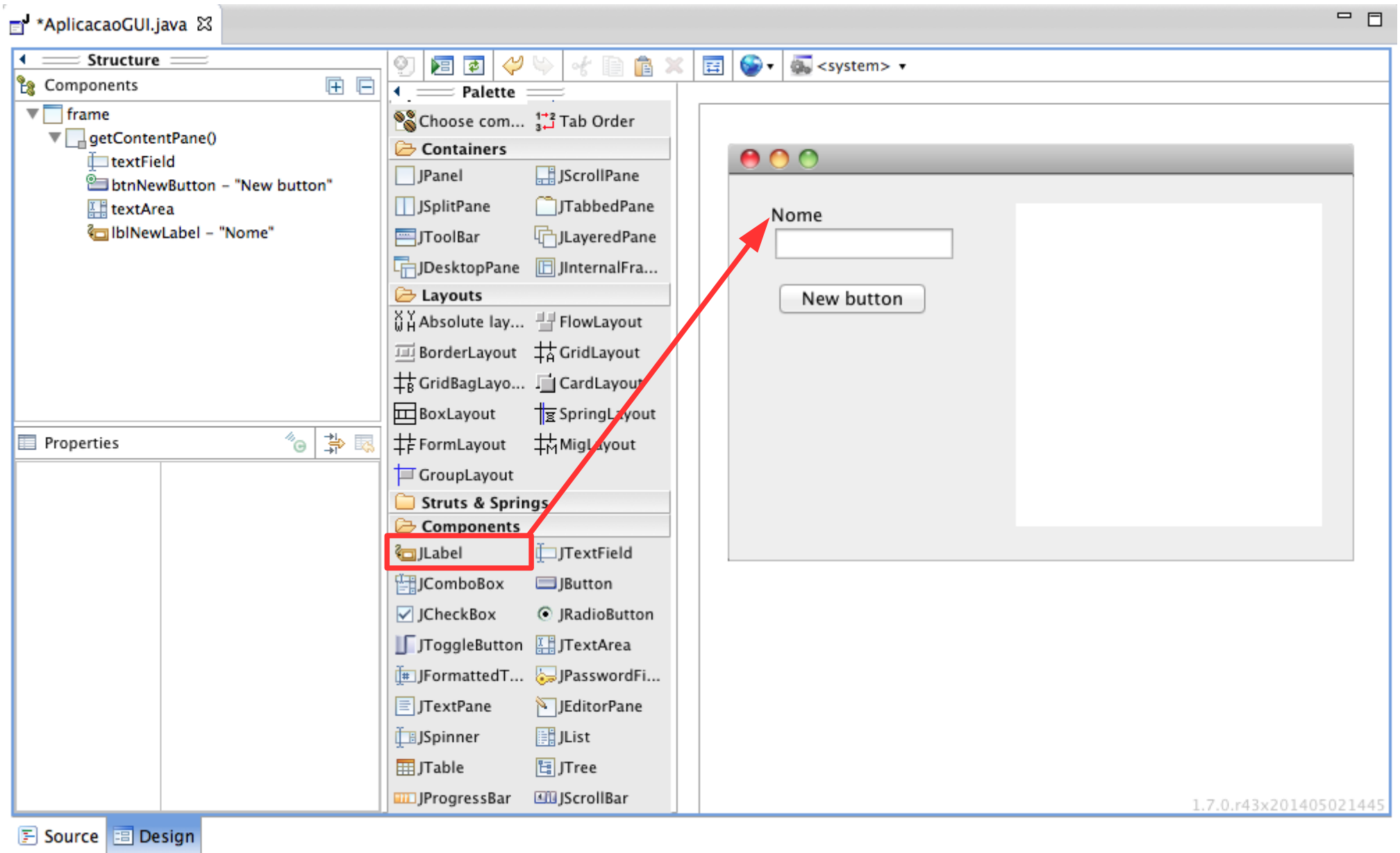
    textField = new JTextField();
    textField.setBounds(31, 36, 134, 28);
    frame.getContentPane().add(textField);
    textField.setColumns(10);

    JButton btnNewButton = new JButton("New button");
    btnNewButton.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            textArea.setText(textField.getText());
        }
    });
    btnNewButton.setBounds(31, 76, 117, 29);
    frame.getContentPane().add(btnNewButton);

    textArea = new JTextArea();
    textArea.setBounds(207, 21, 220, 232);
}
```

Quando clicamos no botão, o método é chamado. Note que este método coloca na JTextArea o conteúdo da JTextField.

O componente JLabel



Exercícios

Lista de exercícios no Moodle.