package m6.components;

import javax.swing.\*;

import javax.swing.border.EmptyBorder;

import javax.swing.plaf.basic.BasicButtonUI;

import java.awt.\*;

class StyledButtonUI extends BasicButtonUI {

@Override

public void installUI(JComponent c) {

super.installUI(c);

AbstractButton button = (AbstractButton) c;

button.setOpaque(false);

button.setBorder(new EmptyBorder(5, 15, 5, 15));

}

@Override

public void paint(Graphics g, JComponent c) {

AbstractButton b = (AbstractButton) c;

paintBackground(g, b, b.getModel().isPressed() ? 2 : 0);

super.paint(g, c);

}

private void paintBackground(Graphics g, JComponent c, int yOffset) {

Dimension size = c.getSize();

Graphics2D g2 = (Graphics2D) g;

g2.setRenderingHint(RenderingHints.KEY\_ANTIALIASING, RenderingHints.VALUE\_ANTIALIAS\_ON);

g.setColor(c.getBackground().darker());

g.fillRoundRect(0, yOffset, size.width, size.height - yOffset, 10, 10);

g.setColor(c.getBackground());

g.fillRoundRect(0, yOffset, size.width, size.height + yOffset - 5, 10, 10);

}

}