Chapter 4 Developing and Using Components

1. From a user's perspective, a bean is an object that consists of properties, methods, and events. The user may use it in a builder tool or in scripting programming. The user creates a bean and customizes its behavior by changing properties and writing code to carry out responses to events.

2. See the section on Component Development Process.

3. To set a border title on a Swing GUI component, double-click the ellipsis in the border field of the component inspector to display the Border editor. Choose titled border and set the border title.

4. To set a model for the model property, double-click the ellipsis in the model field of the component inspector to display the Model editor. Type the model object in the Use Code section, as shown in Figure 4.17 on Page 153.

5. The model-view approach is a way of developing components by separating data storage and handling from the visual representation of the data. The advantages are: 1. It makes multiple views possible so that data can be shared through the same model. 2. It simplifies the task of writing complex applications and makes system maintenance easier. Changes can be made to the view without affecting the model, and vice versa. Implement the model as a source component of ActionEvent, and register view as listener for model. Whenever the model changes, the view is notified.

6. See Figure 4.19.

7. Create UI and implement handlers for events.

8. The Swing, Swing (Other), Beans, Layouts, Borders, JDBC, and AWT.

9. See section, "Packaging and Deploying Java Projects in Forte."

10. Right-click the Filesystems node in the Explorer and choose *Mount*, *Archive*.