

Chapter 1: Introduction

Introduction

In our last lesson, we saw how to organize windows using layout managers. We also learned about panels, how they hold other components, and how to use them to organize regions of the larger window. And we talked about how to introduce scroll bars, which allow us to scroll an area of the window when there's too much to display in it.

In this lesson, we're going to take our GUI skills another step forward by learning how to add a menu bar to a window. Almost every GUI application has a menu bar across the top, right under the title bar. Our windows from the last two lessons didn't have menus. We're so used to seeing them that you probably thought something was missing from those windows, even if you couldn't quite put your finger on it.

Well, today we're going to fill in that empty piece by adding a menu bar with as many menus and menu items as we need. We're also going to see how to set up keyboard shortcuts for these menus and menu items so we can use ALT and CTRL key combinations to select them.

Finally, we're going to see how to improve on our use of listeners so that both menus and listeners are easier to set up and use.

Let's get this show on the road!