

Chapter 5: Summary

Summary

Congratulations! You made it through another lesson. Once again, we've covered quite a bit of ground. Here's what we've seen today:

- How to add a menu bar to a window using the `JMenuBar` class.
- How to add menus to a menu bar with the `JMenu` class.
- How to add menu items to a menu with the `JMenuItem` class.
- How to design individual listeners for items we need to monitor for actions by using inner classes to organize them.
- How to set up mnemonics and accelerators, which allow users to activate menu items from the keyboard as well as with a mouse.

I'd say that's enough for one lesson! What do you think?

I'll see you next time, when we'll continue to expand our knowledge of GUI tools with components like check boxes, radio buttons, text boxes, and images.