



GUI 컨트롤 II

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

☒ 회원

☐ 비회원

확인 (OK)

결제 내역 확인

회원 자격으로 현금 이체 결제 방법을 선택하였습니다.





학습 목표

■ 이 강의를 마치면 학생들은

- ❖ Checkbox 컨트롤 기능에 대하여 설명할 수 있다.
- ❖ Radio Button 컨트롤 기능에 대하여 설명할 수 있다.
- ❖ Choice와 Combo Box 컨트롤 기능에 대하여 설명할 수 있다.
- ❖ List 컨트롤 기능에 대하여 설명할 수 있다.





Checkbox 컨트롤 (1)

■ Checkbox 컨트롤

❖ 기능

◆ 다중 선택 구현

❖ 생성자

Constructor	Function
Checkbox()	Blank checkbox 생성
Checkbox(String text)	Text 문자열의 checkbox 생성
Checkbox(String text, Boolean state)	Text 문자열을 가지며, state 값에 따라 선택 여부 결정
Checkbox(String text, Boolean state, CheckboxGroup group)	Text 문자열을 가지며, state 값에 따라 선택 여부 결정한다. group으로 명시된 그룹의 check box 생성





Checkbox 컨트롤 (2)

❖ Method

Method	Function
setText(String text)	Check Box의 text 지정
String getText()	Check Box의 text 반환
setSelected(Boolean b)	Check Box의 선택 여부 지정
Boolean isSelected()	Check Box의 선택 여부 반환 선택되어 있으면 true, 아니면 false





Radio Button 컨트롤 (1)

■ Radio Button 컨트롤

❖ 기능

◆ 단일 선택

❖ Method

Method	Function
setText(String text)	Radio Button의 text 지정
String getText()	Radio Button의 text 반환
setSelected(Boolean b)	Radio Button 의 선택 여부 지정
Boolean isSelected()	Radio Button 의 선택 여부 반환

선택되어 있으면 true, 아니면 false



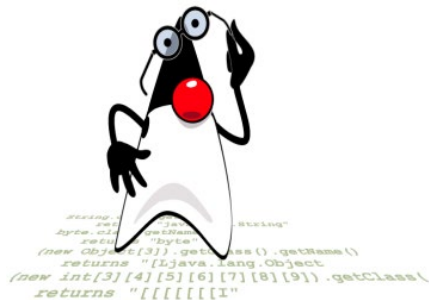


Practice 1: CheckBox & Radio Button Control

❖ Project Name: CheckBoxRadioButton_Source (Time : 20 min)

■ 확인(OK) button Click

- 결재 방법과 회원 구분 에서 선택한 내용을 Text Area에 추가하도록 프로그래밍하시오.



CheckBox & RadioButton 예제

결재 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

☒ 회원

☐ 비회원

결재 내역 확인

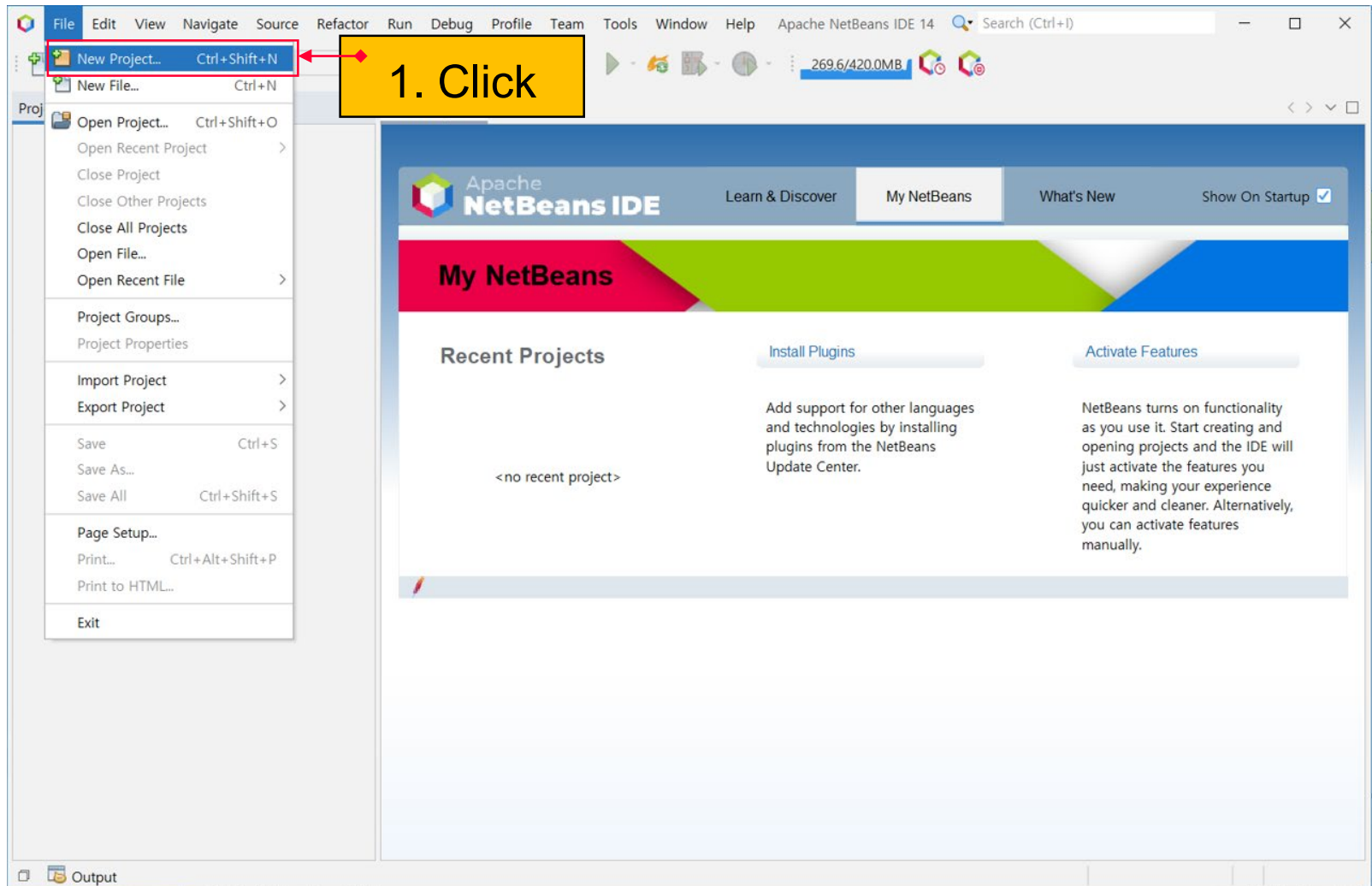
회원 자격으로 현금 이체 결재 방법을 선택하였습니다.

확인 (OK)



Practice 1: CheckBox & Radio Button Control (1)

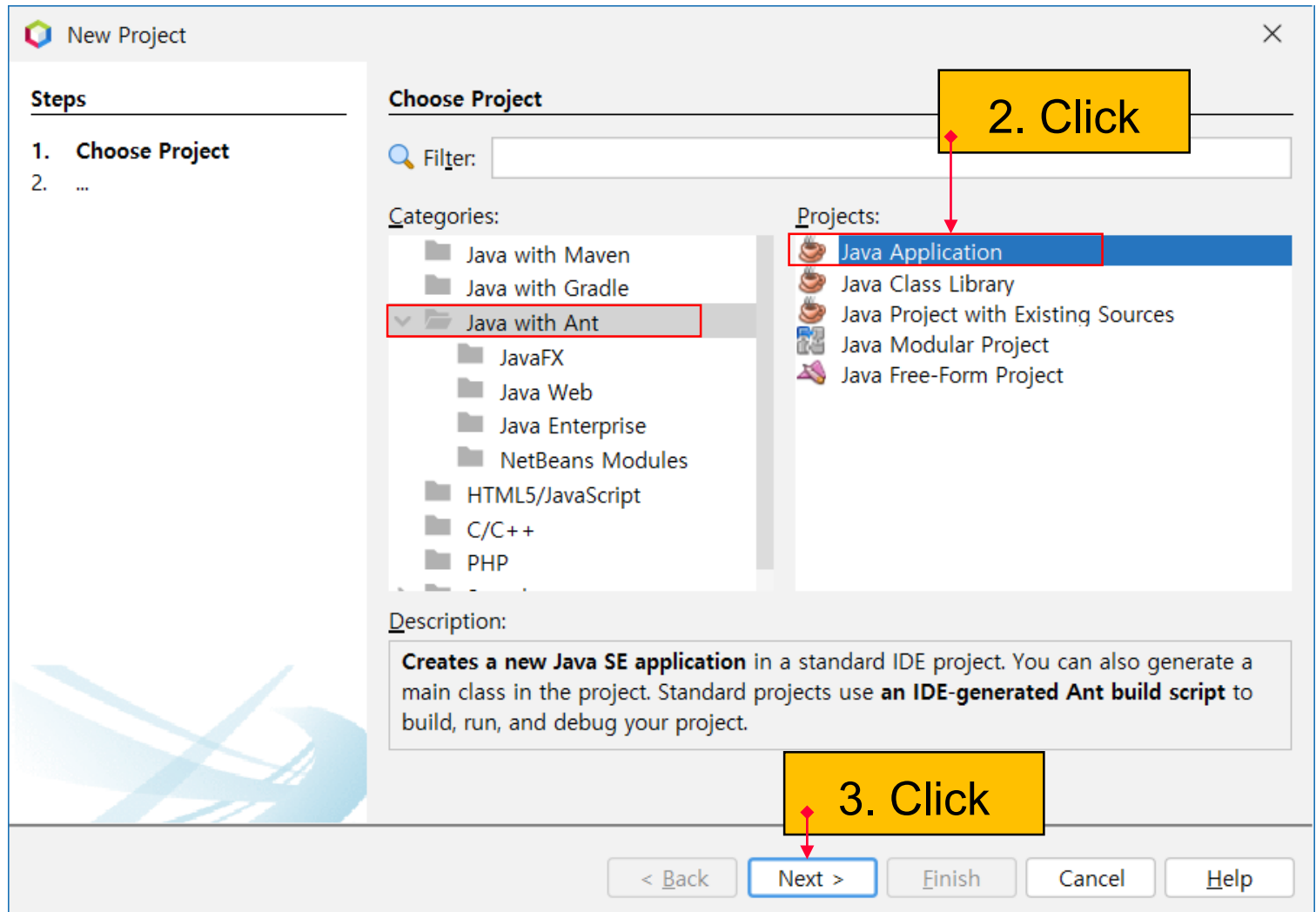
Create Project





Practice 1: CheckBox & Radio Button Control (2)

Choose Project





Practice 1: CheckBox & Radio Button Control (3)

■ Project Name and Location

❖ Project name : CheckBoxRadioButton_Source

New Java Application

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name:

Project Location:

Project Folder:

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder:

Different users and projects can share the same compilation libraries (see Help for details).

☒ Create Main Class

4. Input "CheckBoxRadioButton_Source"

5. Reset check

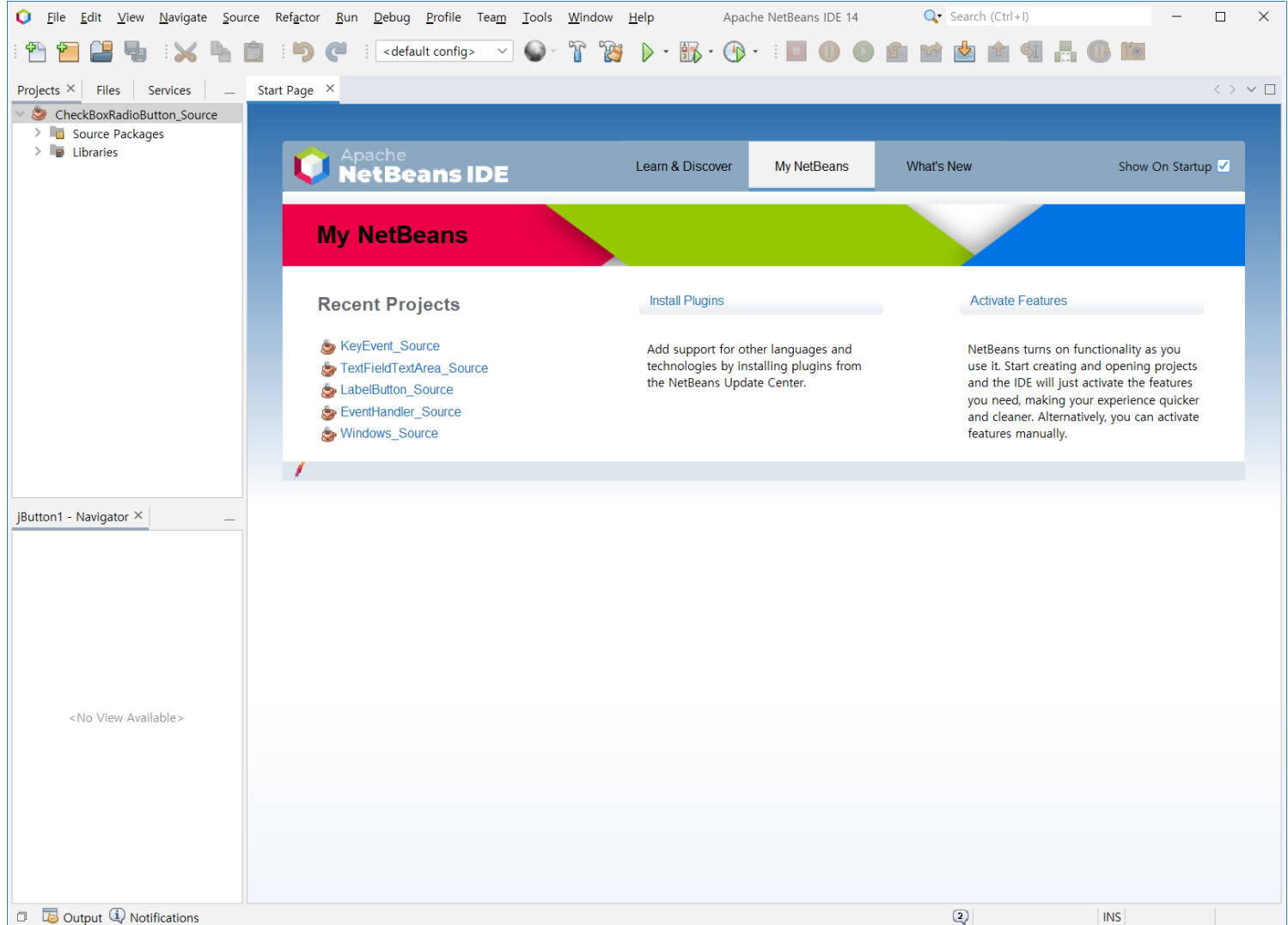
6. Click





Practice 1: CheckBox & Radio Button Control (4)

Create project success





Practice 1: CheckBox & Radio Button Control (5)

■ Create JFrame Form

7. Mouse right-button Click

8. Click

9. Click

The screenshot illustrates the process of creating a new JFrame Form in an IDE. The 'Projects' window on the left shows the project 'CheckBoxRadioButton_Source' selected. A right-click context menu is open over the project, with the 'New' option highlighted. A sub-menu is displayed, showing various options to create, with 'JFrame Form...' selected. Red arrows and yellow callout boxes indicate the sequence of actions: right-clicking the project, clicking 'New', and then clicking 'JFrame Form...'.





Practice 1: CheckBox & Radio Button Control (6)

■ Setting Class Name

❖ Create Mainframe.java

New JFrame Form

Steps

1. Choose File Type
2. **Name and Location**

Name and Location

Class Name: MainFrame

Project: CheckBoxRadioButton_Source

Location: Source Packages

Package:

Created File: C:\Java_Project\CheckBoxRadioButton_Source\src\MainFrame.java

Projects

- ✓ ☕ CheckBoxRadioButton_Source
 - ✓ 📁 Source Packages
 - ✓ 📁 <default package>
 - ✓ 📄 MainFrame.java
 - ✓ 📁 Libraries
 - > 🖨️ JDK 18 (Default)

10. Input "MainFrame"

11. Click

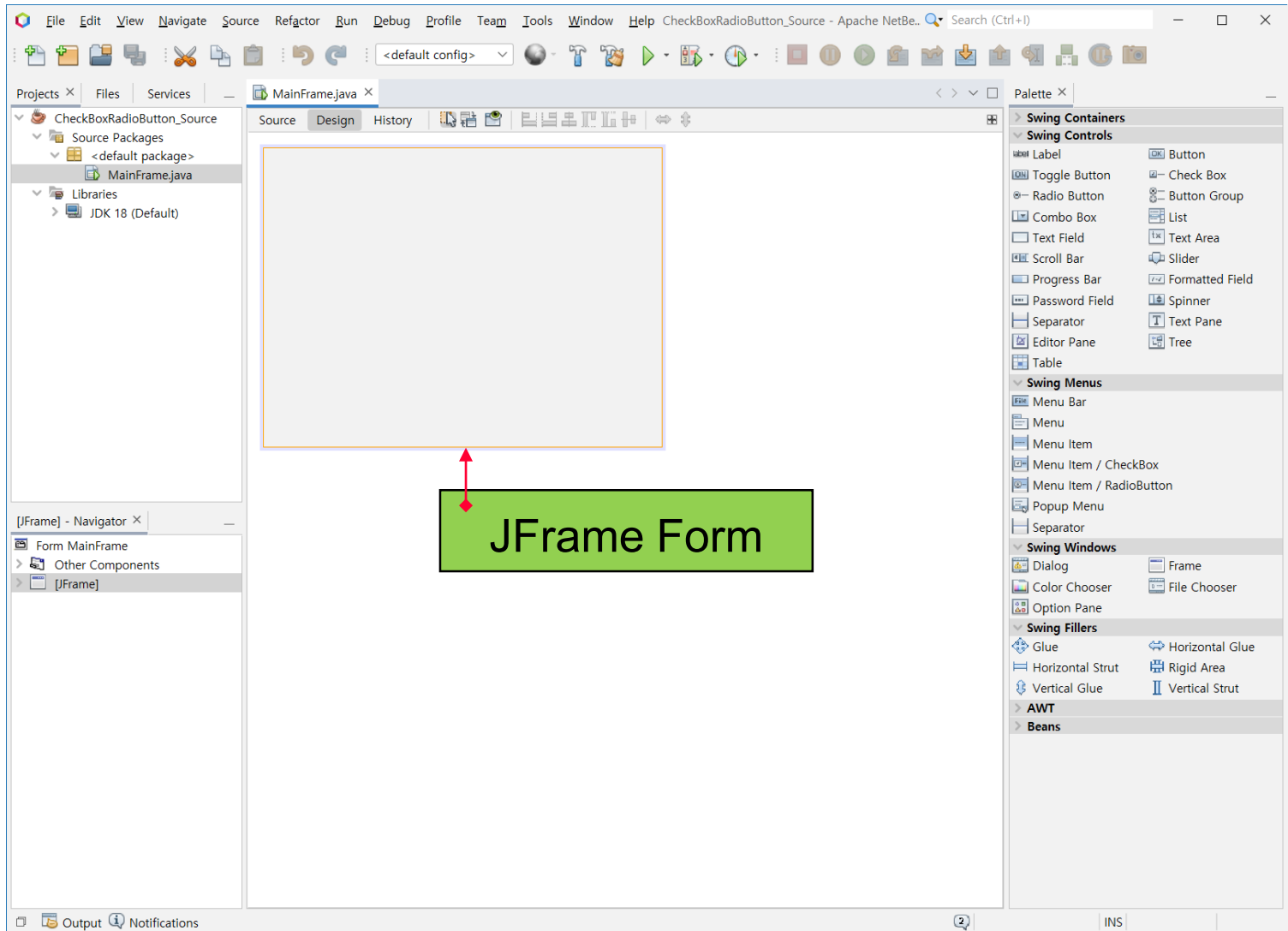
It is highly recommended that you do not place Java classes in the default package

< Back Next > Finish Cancel Help



Practice 1: CheckBox & Radio Button Control (7)

Create JFrame form success





Practice 1: CheckBox & Radio Button Control (8)

Control Layout & Property Setting

Control	Properties Setting
jLabel1	• Text: CheckBox & RadioButton 예제
jLabel2	• Text: 결제 방법
jCheckBox1	• Text: 현금 이체 • Selected: 체크
jCheckBox2	• Text: 카드
jCheckBox3	• Text: 포인트
jLabel3	• Text: 회원 구분
jRadiobutton1	• Text: 회원 • Selected: 체크
jRadiobutton2	• Text: 비회원
jLabel4	• Text: 결제 내역 확인
jTextArea1	• Text:
jButton1	• Text: 확인(OK)

Control	Properties Setting
jButton1	• Variable Name: btnOK





Practice 1: CheckBox & Radio Button Control (9)

■ Button Group 컨트롤 추가

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

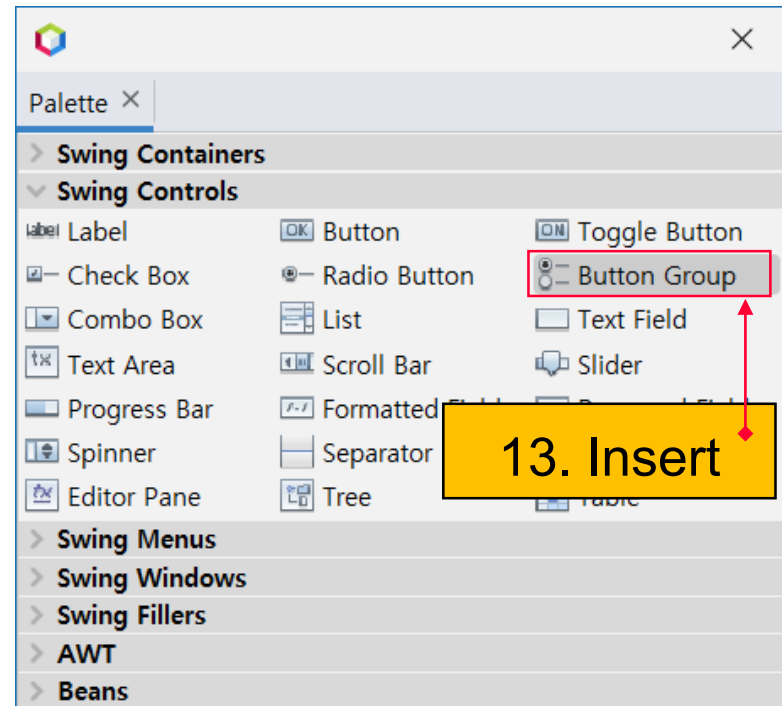
☒ 회원

☐ 비회원

확인(OK)

결제 내역 확인

12. UI Design



13. Insert





Practice 1: CheckBox & Radio Button Control (10)

❖ Button Group 추가 및 지정

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

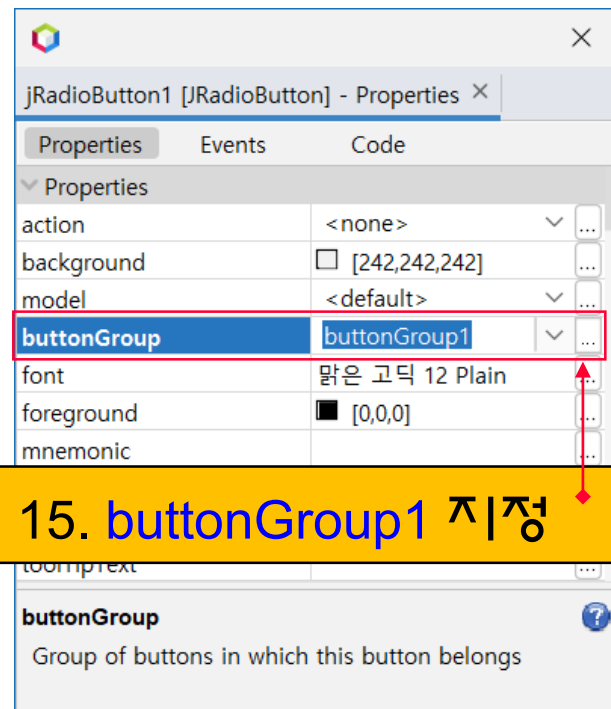
☒ 회원

☐ 비회원

결제 내역 확인

확인(OK)

14. Click



Control	Properties Setting
JRadioButton1	• buttonGroup: buttonGroup1
JRadioButton2	• buttonGroup: buttonGroup1





Practice 1: CheckBox & Radio Button Control (11)

■ 컨트롤 배치 및 속성 지정 완료

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

☒ 회원

☐ 비회원

확인(OK)

결제 내역 확인





Practice 1: CheckBox & Radio Button Control (12)

❖ 확인(OK) Button Event Handler

```
MainFrame.java - Editor
MainFrame.java x
Source Design History
13 public class MainFrame extends javax.swing.JFrame {
14
15     /** Creates new form MainFrame */
16     public MainFrame() {
17         initComponents();
18     }
19
20     /** This method is called from within the constructor to ...5 lines */
25     Generated Code
143
146 private void btnOKActionPerformed(java.awt.event.ActionEvent evt) {
147     String strData = "회원님은 "; //문자열 변수 strData 선언
148     if(jRadioButton1.isSelected()) //RadioButton1 선택 지정
149         strData = "회원 자격으로 ";
150     else
151         strData = "비회원 자격으로 ";
152     if(jCheckBox1.isSelected()) strData += jCheckBox1.getText(); //jCheckBox1 선택 지정
153     if(jCheckBox2.isSelected()) strData += jCheckBox2.getText(); //jCheckBox2 선택 지정
154     if(jCheckBox3.isSelected()) strData += jCheckBox3.getText(); //jCheckBox3 선택 지정
155     strData += " 결재 방법을 선택하셨습니다. \n";
156     jTextArea1.setText(strData); // jTextArea1에 문자열 지정
157     strData = null;
158 }
```

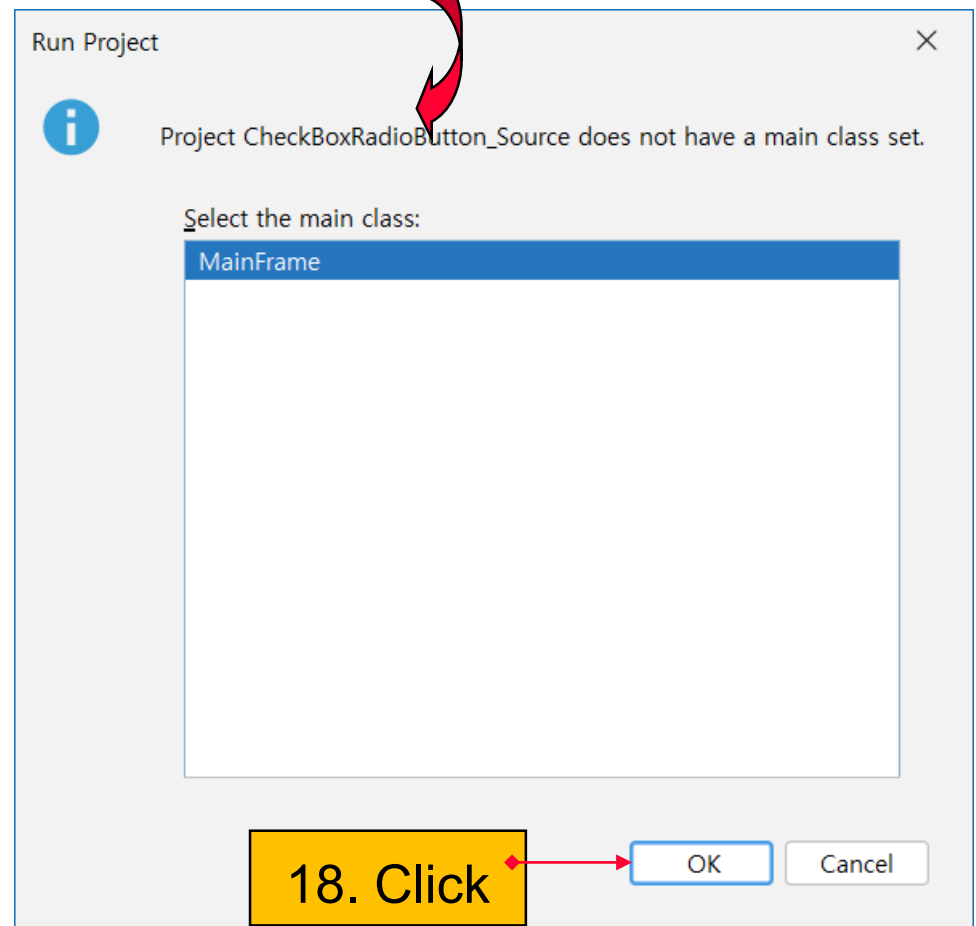
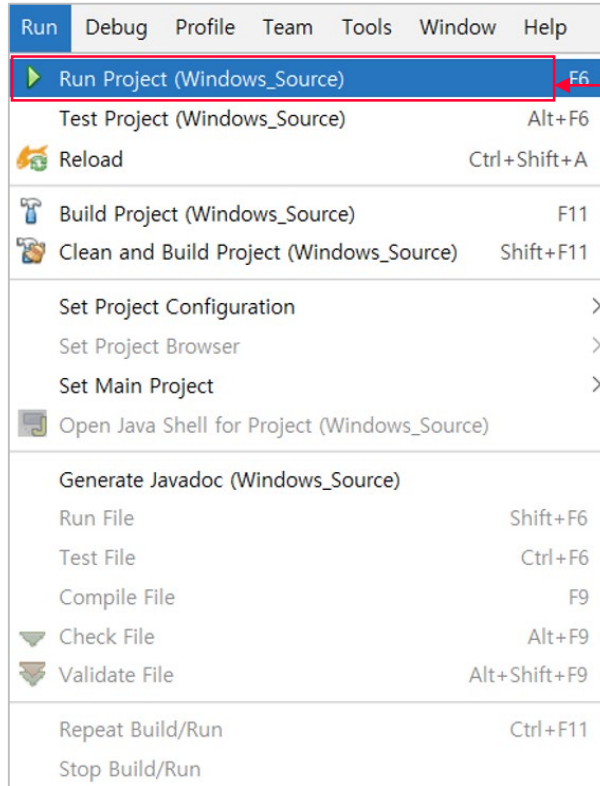
14. Coding





Practice 1: CheckBox & Radio Button Control (13)

Run





Practice 1: CheckBox & Radio Button Control(14)

■ Run

- ❖ 결제 방법 선택
- ❖ 회원 구분 선택
- ❖ 확인(OK) Button Click

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

☒ 회원

☐ 비회원

확인(OK)

결제 내역 확인





Practice 1: CheckBox & Radio Button Control (15)

■ 실행 결과

CheckBox & RadioButton 예제

결제 방법

☒ 현금 이체

☐ 카드

☐ 포인트

회원 구분

☒ 회원

☐ 비회원

확인 (OK)

결제 내역 확인

회원 자격으로 현금 이체 결제 방법을 선택하였습니다.

CheckBox & RadioButton 예제

결제 방법

☐ 현금 이체

☒ 카드

☐ 포인트

회원 구분

☐ 회원

☒ 비회원

확인 (OK)

결제 내역 확인

비회원 자격으로 카드 결제 방법을 선택하였습니다.





Homework # 1

❖ 회원 가입 모듈 구현 (Project 명: Member_Source)

■ [회원 가입] 버튼 Click

- 비밀번호가 일치하면 아이디, 비밀번호, 이름, 회원 구분, 관심 분야를 member.txt 파일에 저장한다.
- 회원의 관심분야는 아래와 같이 bit연산을 이용하여 계산한 값을 member.txt 파일에 저장한다.

수영	게임	골프	스키	독서	테니스
32	16	8	4	2	1

회원 가입

아이디

kdhong

중복 확인

비밀번호

비밀번호 확인

성명

홍길동

회원 구분

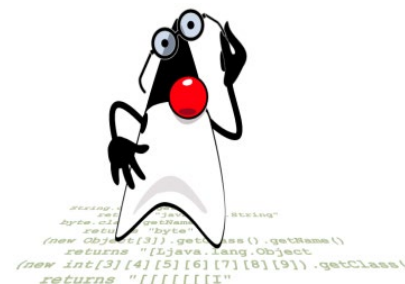
☒ 정회원 ☐ 준회원 ☐ 학생회원

관심 분야

☒ 수영 ☐ 게임 ☐ 골프

☐ 스키 ☐ 독서 ☒ 테니스

회원 가입



member.txt - 메모장

파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)

kdhong 1234 홍길동 정회원 33





Combo Box 컨트롤

■ Combo Box 컨트롤

❖ 기능

◆ Drop-down 리스트 구현

◆ addItem() 메서드를 사용하여 drop-down 항목 추가

❖ Method

Method	Function
<code>int getItemCount()</code>	Item 수 반환
<code>String getItemAt(int index)</code>	Index에 해당하는 Item 반환
<code>void addItem(Object obj)</code>	Obj를 Combo Box Item으로 추가
<code>Object getSelcetItem()</code>	선택된 Item 반환
<code>int getSelcetedIndex()</code>	선택된 Item의 Index를 반환

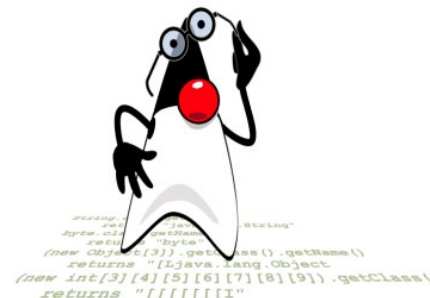
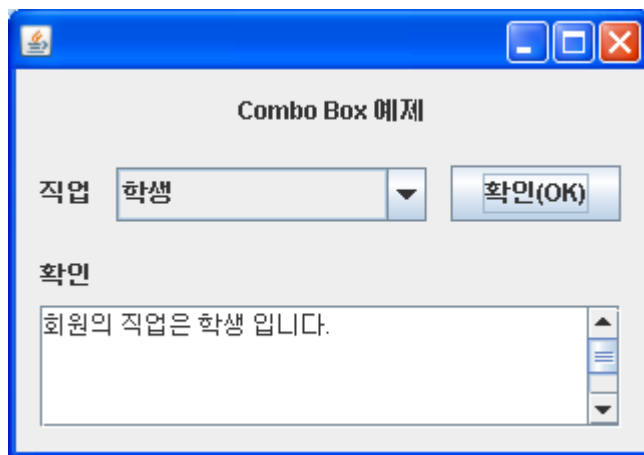




Practice 2 : Combo Box Control

❖ Project Name : ComboBox_Source (Time: 20 min)

- Combo Box에서 직업 선택
- 확인(OK) 버튼 Click
 - Combo Box에서 선택한 직업을 Text Area에 표현한다.





Practice 2 : Combo Box Control (1)

Create Project

The screenshot illustrates the process of creating a new project in the Apache NetBeans IDE. The interface includes a menu bar at the top with options like File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. A search bar is also present. The 'File' menu is open, showing options such as 'New Project...' (highlighted with a red box and labeled '1. Click'), 'New File...', 'Open Project...', 'Open Recent Project', 'Close Project', 'Close Other Projects', 'Close All Projects', 'Open File...', 'Open Recent File', 'Project Groups...', 'Project Properties', 'Import Project', 'Export Project', 'Save', 'Save As...', 'Save All', 'Page Setup...', 'Print...', 'Print to HTML...', and 'Exit'.

The 'New Project' dialog box is displayed, showing the 'Steps' section with '1. Choose Project' and '2. ...'. The 'Choose Project' section has a 'Filter' field and a list of 'Categories' including 'Java with Maven', 'Java with Gradle', 'Java with Ant' (highlighted with a red box), 'JavaFX', 'Java Web', 'Java Enterprise', 'NetBeans Modules', 'HTML5/JavaScript', 'C/C++', and 'PHP'. The 'Projects' section lists 'Java Application' (highlighted with a red box and labeled '2. Click'), 'Java Class Library', 'Java Project with Existing Sources', 'Java Modular Project', and 'Java Free-Form Project'. The 'Description' section states: 'Creates a new Java SE application in a standard IDE project. You can also generate a main class in the project. Standard projects use an IDE-generated Ant build script to build, run, and debug your project.'

The 'Next >' button is highlighted with a red box and labeled '3. Click'. Other buttons at the bottom include '< Back', 'Finish', 'Cancel', and 'Help'.





Practice 2 : Combo Box Control (2)

■ Project Name and Location

❖ Project name: ComboBox_Source

New Java Application

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name:

Project Location:

Project Folder:

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder:

Different users and projects can share the same compilation libraries (see Help for details).

☒ Create Main Class

4. Input Project Name

5. Reset check

6. Click

< Back Next > **Finish** Cancel Help

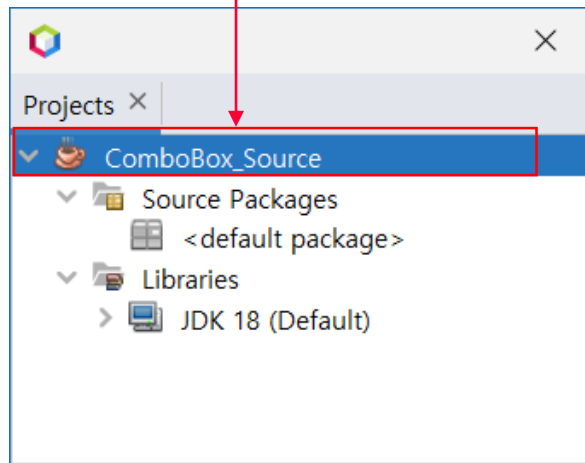




Practice 2 : Combo Box Control (3)

Create JFrame Form

7. Mouse right-button Click



New

Build
Clean and Build
Close

8. Click

Run
Debug
Profile
Test
Set Configuration

Set as Main Project
Open Required Projects
Close

Rename...
Move...
Copy...
Delete

Find...
Versioning
Local History

Properties

JFrame Form...

Java Class...

Java Package...

Java Main Class...

Java Class...

Java Class...

Java Class...

Entity Class...

Entity Classes from Database...

Other...

9. Click





Practice 2 : Combo Box Control (4)

JFrame Form Name 지정

MainFrame.java 생성

New JFrame Form

Steps

1. Choose File Type
2. **Name and Location**

Name and Location

Class Name: MainFrame

Project: ComboBox_Source

Location: Source Packages

Package:

Created File: C:\Java_Project\ComboBox_Source\src\MainFrame.java

Superclass: Browse...

Interfaces: Browse...

Warning: It is highly recommended that you do not place Java classes in the default package

< Back Next > **Finish** Cancel Help





Practice 2 : Combo Box Control (5)

Control Layout & Property Setting

Combo Box 예제

직업

확인

12. UI Design

Control	Setting Properties
jLabel1	• Text: Combo Box 예제
jLabel2	• Text: 직업
jLabel3	• Text: 확인
jCombo Box	
jButton1	• Variable Name: btnOK • Text: 확인(OK)
jText Area	Text:





Practice 2 : Combo Box Control (6)

❖ Combo Box 컨트롤 Item 추가

Combo Box 예제

직업 ▼

확인

13. Click

jComboBox1 [JComboBox] - Properties

Properties	Events	Code
▼ Properties		
background	<input type="checkbox"/>	[255,255,255] ...
editable	<input type="checkbox"/>	...
font		맑은 고딕 12 Plain ...
foreground	<input checked="" type="checkbox"/>	[0,0,0] ...
maximumRowCount		15 ...
model		학생, 회사원(연구 개발),... ...
selectedIndex		0 ...
selectedItem		학생 ...
toolTipText		...

model

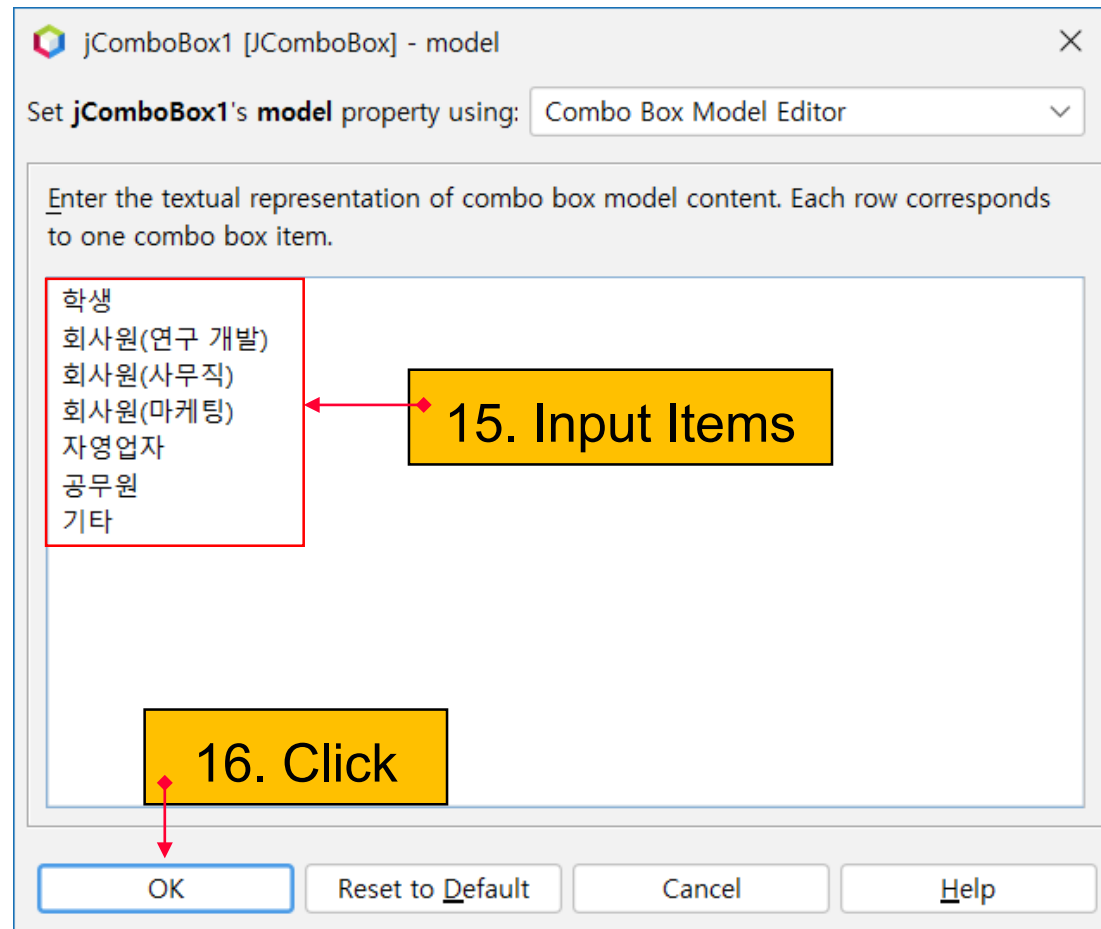
(javax.swing.JComboBoxModel) Model that the combo box uses to get data to display.

14. Click





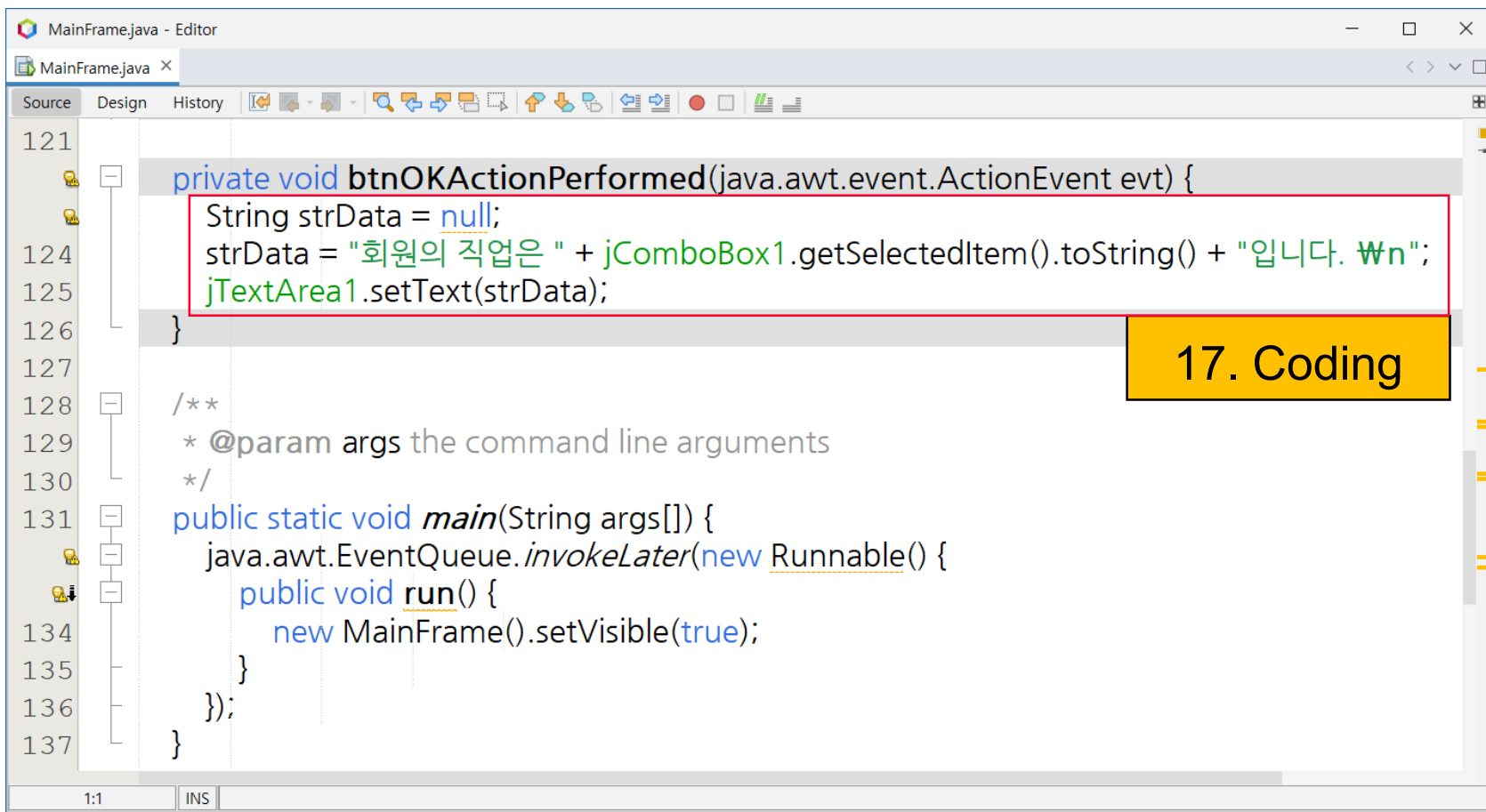
Practice 2 : Combo Box Control (7)





Practice 2 : Combo Box Control (8)

❖ 확인(OK) Button Event Handler



```
121 private void btnOKActionPerformed(java.awt.event.ActionEvent evt) {  
122     String strData = null;  
123     strData = "회원의 직업은 " + jComboBox1.getSelectedItem().toString() + "입니다. \n";  
124     jTextArea1.setText(strData);  
125 }  
126  
127  
128 /**  
129  * @param args the command line arguments  
130  */  
131 public static void main(String args[]) {  
132     java.awt.EventQueue.invokeLater(new Runnable() {  
133         public void run() {  
134             new MainFrame().setVisible(true);  
135         }  
136     });  
137 }
```

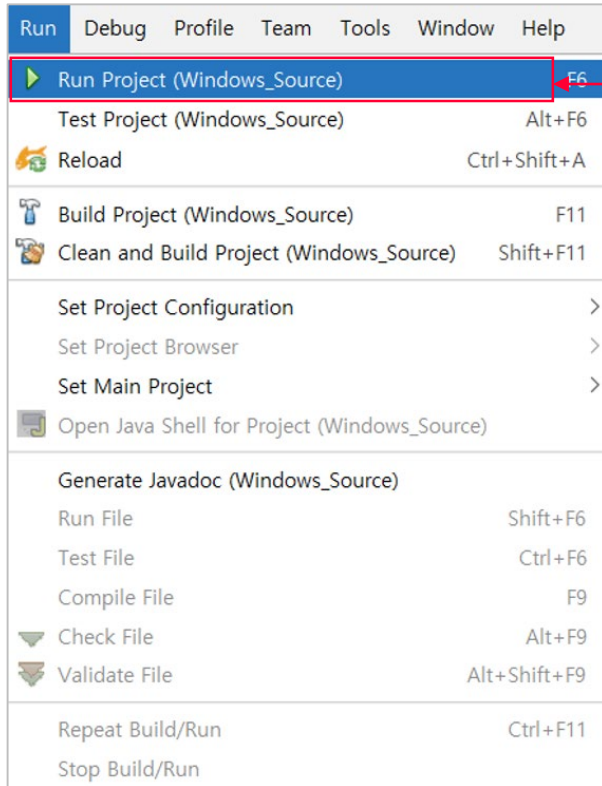
17. Coding



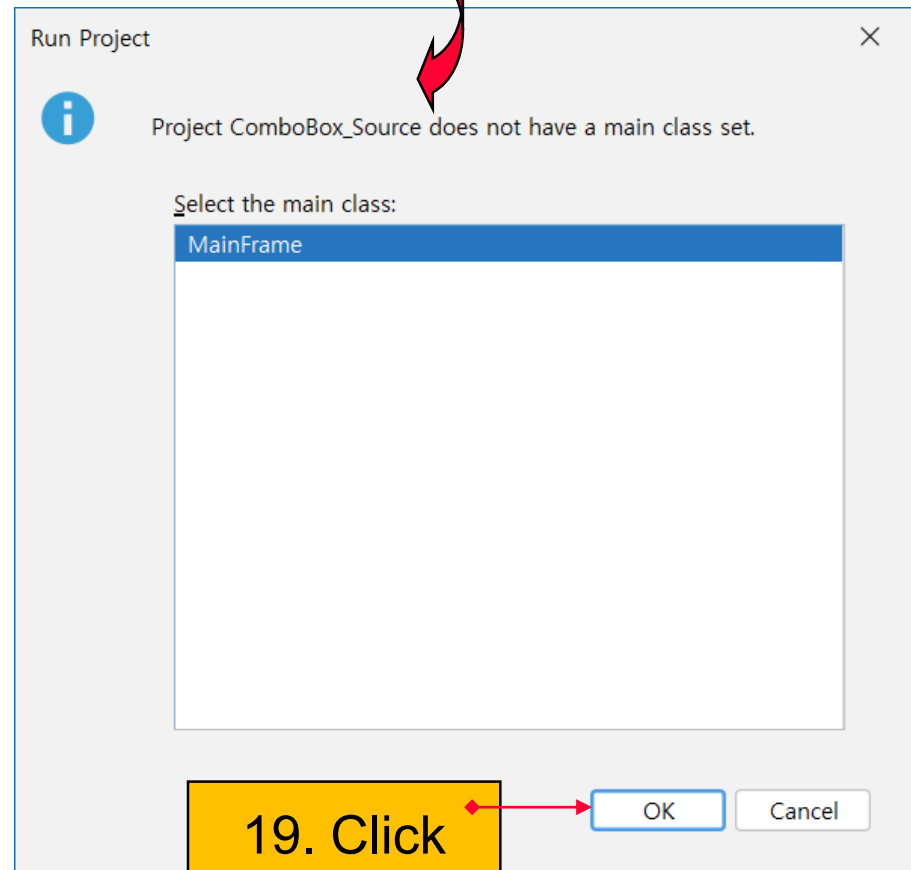


Practice 2 : Combo Box Control (9)

Run



18. Click



19. Click



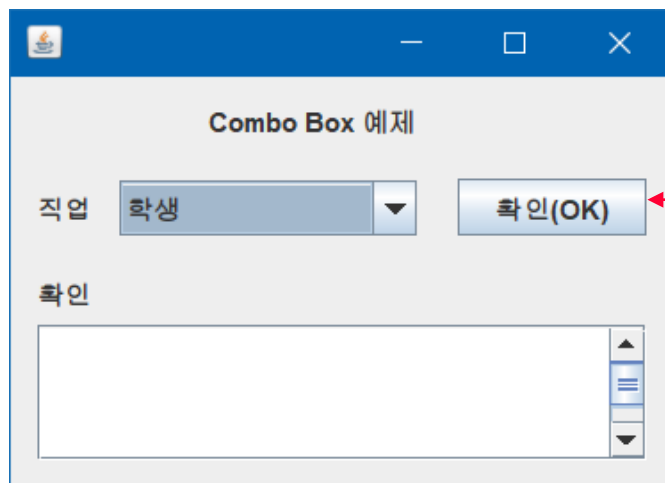


Practice 2 : Combo Box Control (10)

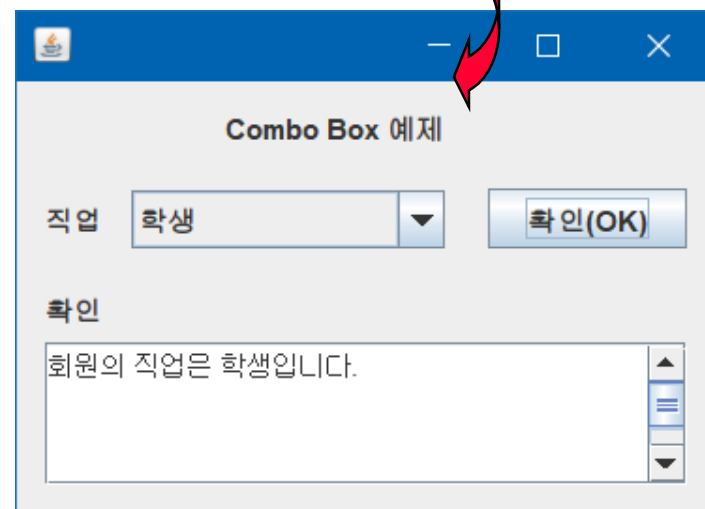
■ Run

❖ 확인(OK) Button Click

◆ Combo Box에서 선택한 직업을 Text Area에 표현한다.



20. Click



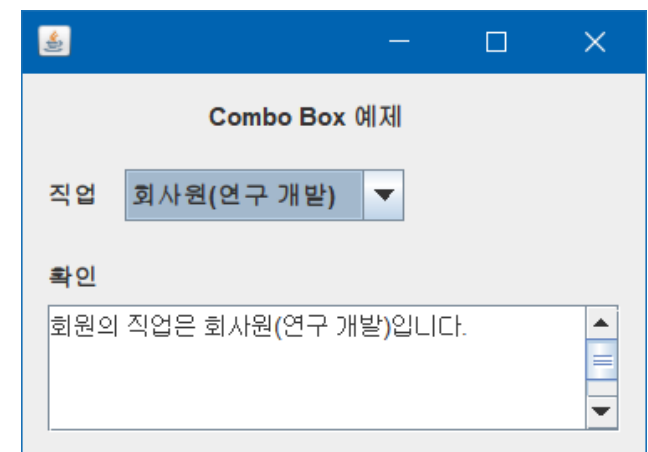
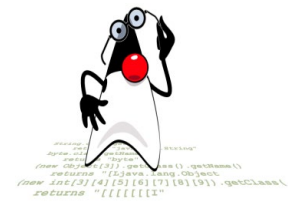
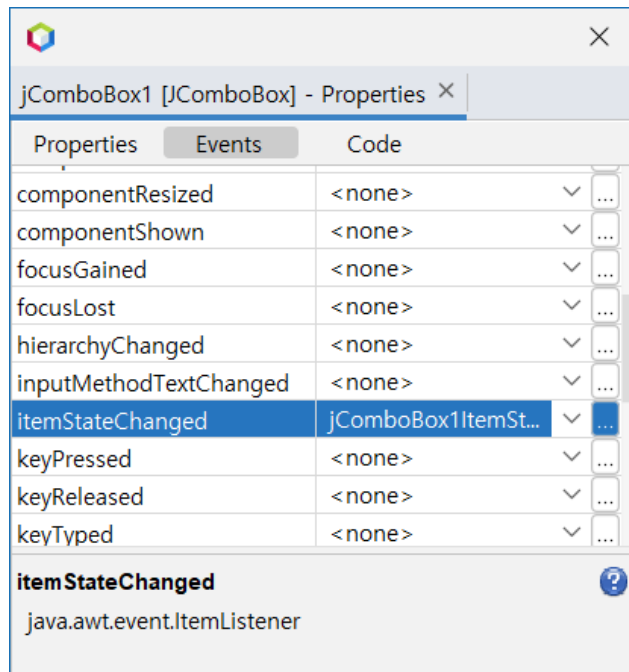


Practice 3 : Combo Box Control

❖ Project Name : Combo Box2_Source (Time: 20 min)

- Combo Box에서 해당 직업을 선택하면 Text Area에 표현한다.
- Event Handler

Event Handler	Function
ItemStateChanged(ItemEvent evt)	• Item 선택시 발생하는 event 처리





Choice 컨트롤

■ Choice 컨트롤

❖ 기능

◆ Drop-down 리스트를 구현할 때 사용

◆ addItem() 메서드를 사용하여 drop-down 항목 추가

❖ Method

Method	Function
int countItems()	Choice 컨트롤의 Item 수 반환
String getItem(int index)	Index에 해당하는 Item 반환
void addItem(String item)	Item을 choice Item으로 추가
String getSelectedItem()	선택된 Item 반환
int getSelectedIndex()	선택된 항목의 Index 반환
void select(int index)	index에 해당하는 Item 선택
void select(String str)	str에 해당하는 Item 선택





List 컨트롤 (1)

List 컨트롤

❖ 기능

◆ 다중 Item이 리스트에 나타나도록 구현

❖ 생성자

Constructor	Comment
<code>JList();</code>	전달 인자가 없는 생성자
<code>JList(Object[] listData);</code>	배열 형태의 데이터를 갖는 list 생성
<code>JList(Vector<?> listData);</code>	벡터를 데이터로 갖는 list 생성
<code>JList(ListModel dataModel);</code>	데이터 모델을 갖는 list 생성





List 컨트롤 (2)

❖ Method

Method	Function
getSize()	List의 Item 수 반환
void setListData(Object[] listData)	Object 클래스로 List에 추가
void setListData(Vector<?> listData)	Vector 클래스로 List에 추가
int getSelectedIndex()	선택된 Item의 index 반환
int[] getSelectedIndices()	다중 선택 모드일때, 선택된 Item의 index 를 배열로 반환
int setSelectedIndex()	선택된 Item의 index 지정
int[] setSelectedIndices()	다중 선택 모드일때, 선택된 Item의 index 배열 지정

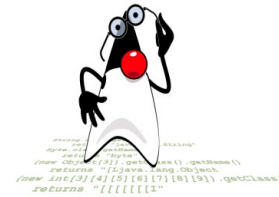




Practice 4 : List Control

❖ Project Name : List_Source (Time: 20 min)

- List의 Item을 추가, 삭제하는 기능을 구현한다.
- Button Event Handler



List 예제

New Item

Item List

NHN
Daum
Yahoo
Google

List 예제

New Item

Item List

NHN
Daum
Yahoo
Google
NAVER





Practice 4 : List Control (1)

Create Project

The screenshot shows the Apache NetBeans IDE interface. The 'File' menu is open, and the 'New Project...' option is highlighted. A yellow callout box labeled '1. Click' points to this option. The 'New Project' dialog box is open, showing the 'Steps' section with '1. Choose Project' and '2. ...'. A yellow callout box labeled '2. Click' points to the 'Java Application' option in the 'Projects' list. The 'Java with Ant' category is also highlighted in the 'Categories' list. A yellow callout box labeled '3. Click' points to the 'Next >' button at the bottom of the dialog. The 'Description' section at the bottom of the dialog explains that this creates a new Java SE application.

1. Click

2. Click

3. Click

Steps

1. Choose Project
2. ...

Choose Project

Filter:

Categories:

- Java with Maven
- Java with Gradle
- Java with Ant
- JavaFX
- Java Web
- Java Enterprise
- NetBeans Modules
- HTML5/JavaScript
- C/C++
- PHP

Projects:

- Java Application
- Java Class Library
- Java Project with Existing Sources
- Java Modular Project
- Java Free-Form Project

Description:

Creates a new Java SE application in a standard IDE project. You can also generate a main class in the project. Standard projects use an IDE-generated Ant build script to build, run, and debug your project.

< Back Next > Finish Cancel Help





Practice 4 : List Control (2)

■ Project Name and Location

❖ Project name: List_Source

New Java Application

Steps

1. Choose Project
2. Name and Location

Name and Location

Project Name: List_Source

Project Location: C:\Java_Project Browse...

Project Folder: C:\Java_Project\List_Source

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder: Browse...

Different users and projects can share the same compilation libraries (see Help for details).

☐ Create Main Class list_source.List_Source

< Back Next > Finish Cancel Help

5. Reset check

4. Input Project Name

6. Click

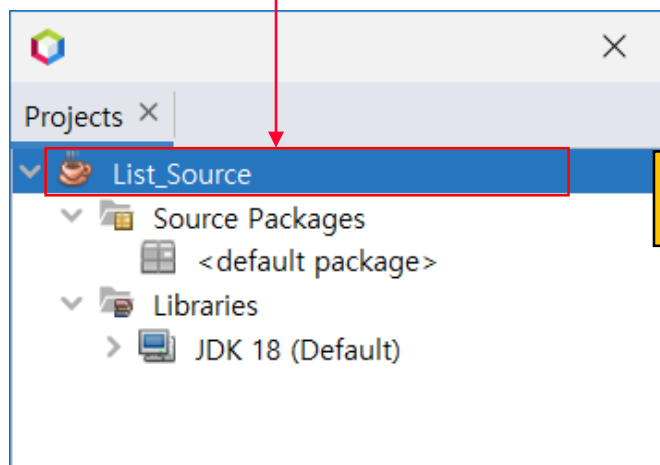




Practice 4 : List Control (3)

Create JFrame Form

7. Mouse right-button Click



New

Build
Clean and Build

8. Click

Run
Debug
Profile
Test
Set Configuration

Alt+F6

Set as Main Project
Open Required Projects
Close

Rename...
Move...
Copy...
Delete

Delete

Find...
Versioning
Local History

Ctrl+F

Properties

JFrame Form...

Java Class...

Java Package...

Java Main Class...

Java Class...

Java Class...

JP...

Entity Class...

Entity Classes from Database...

Other...

9. Click





Practice : List Control (4)

JFrame Form Name 지정

MainFrame.java 생성

New JFrame Form

Steps

1. Choose File Type
2. Name and Location

Name and Location

Class Name: MainFrame

Project: List_Source

Location: Source Packages

Package:

Created File: C:\Java_Project\List_Source\src\MainFrame.java

Superclass: Browse...

Interfaces: Browse...

Warning: It is highly recommended that you do not place java classes in the default package

< Back Next > **Finish** Cancel Help



Practice 4 : List Control (5)

Control Layout & Property Setting

List 예제

New Item

Item List

NHN
 Daum
 Yahoo
 Google

12. UI Design

Control	Properties Setting
jLabel1	<ul style="list-style-type: none"> Variable Name: lblTitle Text: List 예제
jTextField1	<ul style="list-style-type: none"> Variable Name: txtInput Text:
jLabel2	<ul style="list-style-type: none"> Variable Name: lblItem Text: New Item
jLabel3	<ul style="list-style-type: none"> Variable Name: lblItemlist Text: Item List
List	<ul style="list-style-type: none"> Variable Name: lstCompany model: 4개 Item 추가
jButton1	<ul style="list-style-type: none"> Variable Name: btnAdd Text: 추가(Add)
jButton2	<ul style="list-style-type: none"> Variable Name: btnDel Text: 삭제(Del)





Practice 4 : List Control (6)

❖ Insert model of List Control

List 예제

New Item 추가(Add)

Item List 삭제(Del)

- NHN
- Daum
- Yahoo
- Google

13. Click

IstCompany [JList] - Properties

Properties	Events	Code
▼ Properties		
background		[255,255,255]
border		[FlatEmptyBorder]
font		맑은 고딕 12 Plain
foreground		[0,0,0]
model		NHN, Daum, Yahoo, Google
selectionMode		MULTIPLE_INTERVAL
toolTipText		
▼ Other Properties		
UIClassID		

model
(javax.swing.ListModel) The object that contains the data to be drawn by this JList.

14. Click





Practice 4 : List Control (7)

IstCompany [JList] - model

Set **IstCompany's model** property using: List Model Editor

Enter the textual representation of list model content. Each row corresponds to one list item.

NHN	15. Input Items
Daum	
Yahoo	
Google	

16. Click

OK Reset to Default Cancel Help





Practice 4 : List Control (8)

❖ 추가(Add) Button Event Handler

```
MainFrame.java - Editor
MainFrame.java x
Source Design History
19 lstCompany.setModel(new javax.swing.AbstractListModel() {
20     String[] strings = { "NHN", "Daum", "Yahoo", "Google" };
21     public int getSize() { return strings.length; }
22     public Object getElementAt(int i) { return strings[i]; }
23 });
24 lstCompany.setValuesAdjusting(true);
25 jScrollPane1.setViewportViewView(lstCompany);
112
113 private void btnAddActionPerformed(java.awt.event.ActionEvent evt) {
114     Vector myVC = new Vector(); //New Item 저장을 위한 Vector 클래스
115     int iListSize = 0; //List Size 저장
116
117     iListSize = lstCompany.getModel().getSize(); //List Size 반환
118     for(int idx = 0; idx < iListSize; idx++) //List의 Item -> Vector 전송
119         myVC.addElement( lstCompany.getModel().getElementAt(idx));
120     myVC.addElement(txtInput.getText()); //txtInput 문자열 -> Vector 추가
121     lstCompany.setListData(myVC); //List의 Data 지정
122     txtInput.setText(null);
123 }
```

127:54 INS

17. Coding



Practice 4 : List Control (9)

❖ 삭제(Del) Button Event Handler

```
MainFrame.java - Editor
MainFrame.java
18
23
24
25
112
124
129
130
131
132
133
134
135
136
137
138

lstCompany.setModel(new javax.swing.AbstractListModel() {
    String[] strings = { "NHN", "Daum", "Yahoo", "Google" };
    public int getSize() { return strings.length; }
    public Object getElementAt(int i) { return strings[i]; }
});
lstCompany.setValuesAdjusting(true);
jScrollPane1.setViewportViewView(lstCompany);

private void btnDelActionPerformed(java.awt.event.ActionEvent evt) {
    Vector myVC = new Vector();
    int iList_index = 0;
    int iListSize = 0;

    iListSize = lstCompany.getModel().getSize();
    for(int idx = 0; idx < iListSize; idx++)
        myVC.addElement( lstCompany.getModel().getElementAt(idx));

    iList_index = lstCompany.getSelectedIndex();
    myVC.removeElementAt(iList_index);
    lstCompany.setListData(myVC);
    txtInput.setText(null);
}

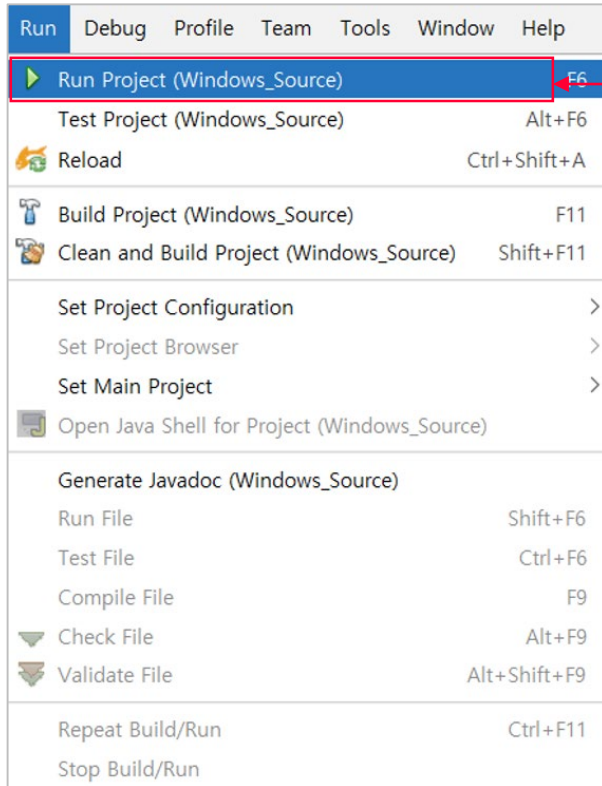
16:25  INS
```



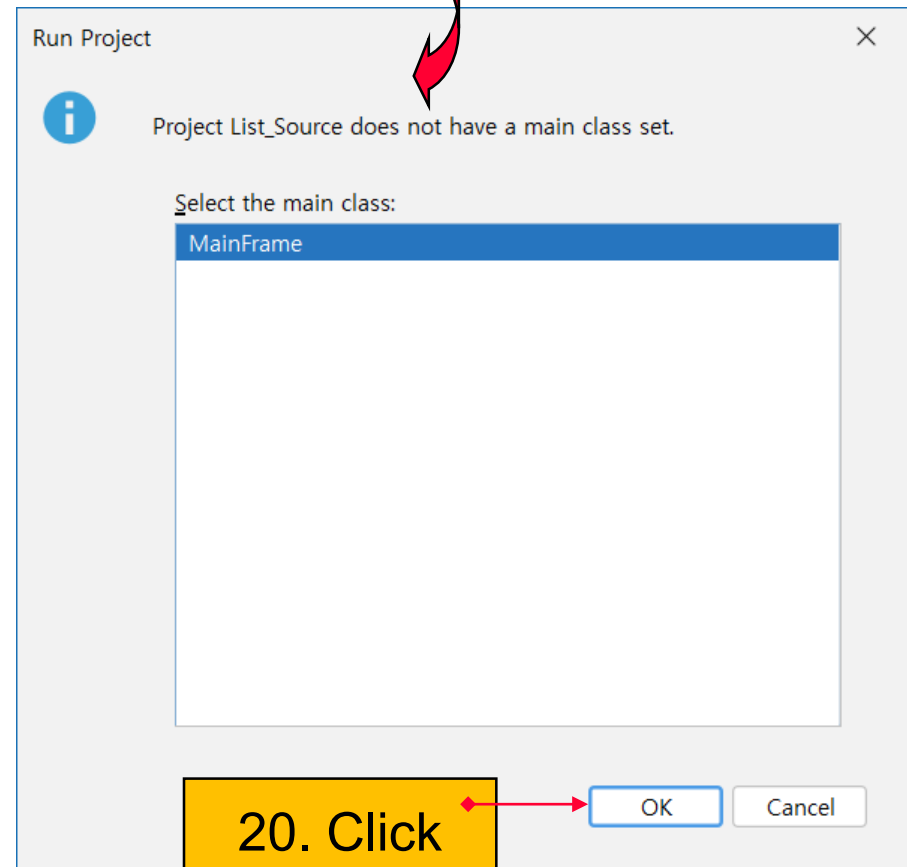


Practice 4 : List Control (10)

Run



19. Click



20. Click

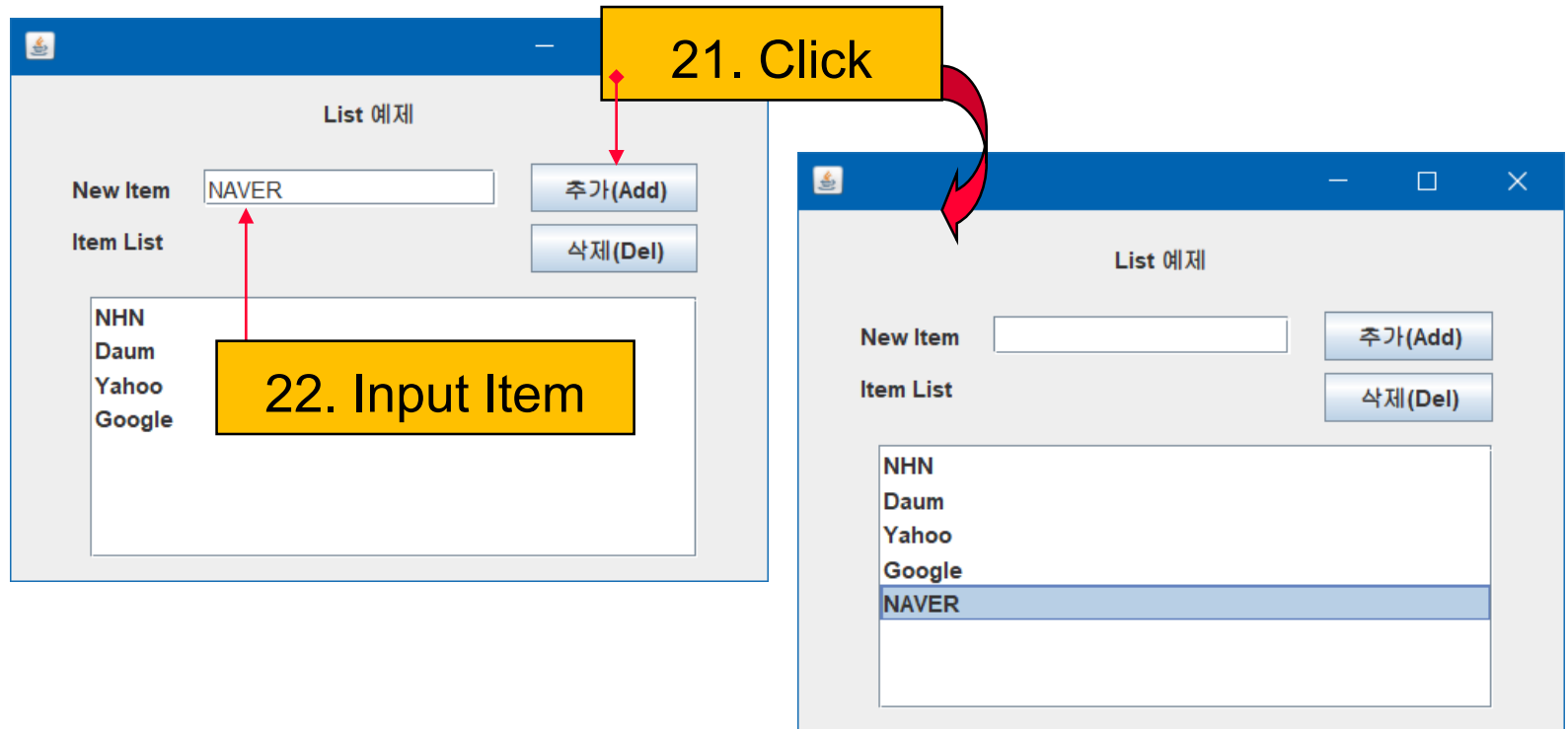




Practice 4 : List Control (11)

❖ 추가(Add) Button

◆ Text Field에 입력한 New Item 을 Item List에 추가한다.

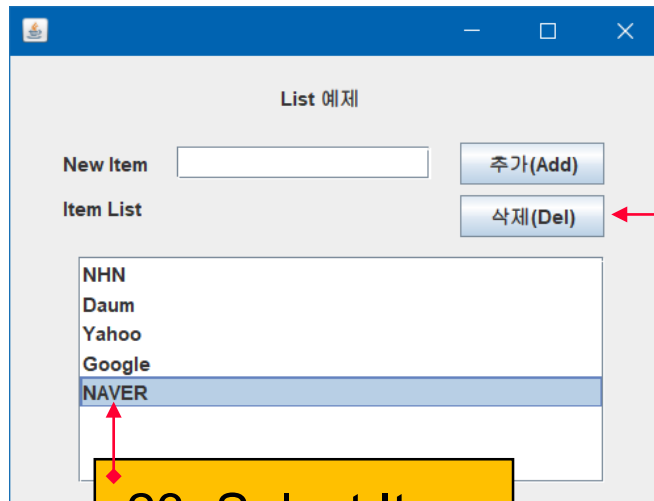




Practice 4 : List Control (12)

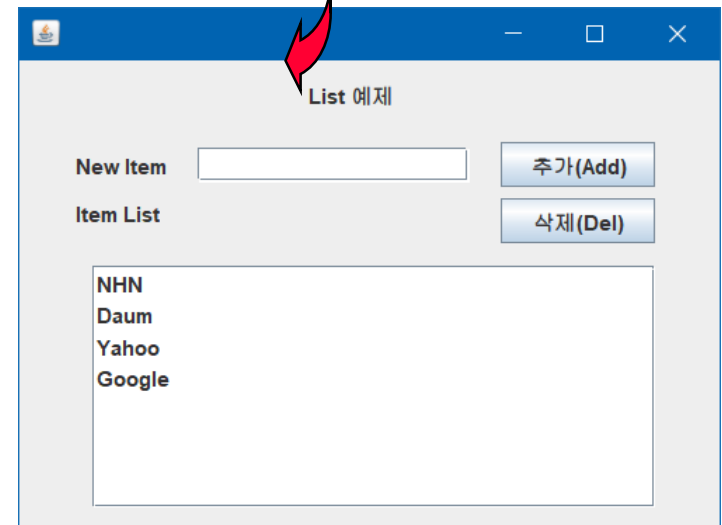
❖ 삭제(Add) Button

◆ Item List에서 선택한 Item을 삭제한다.



23. Select Item

24. Click





Homework # 2

❖ 회원 가입 모듈 구현 (Project 명: Member_ID)

■ [회원 가입] 버튼 Click

- 비밀번호가 일치하면 아이디, 비밀번호, 이름, 회원 구분, 관심 분야, 직업, 결제방법을 member.txt 파일에 저장한다.

회원 가입

아이디: kdgong 중복 확인

비밀번호: ****

비밀번호 확인: ****

성명: 홍길동

회원 구분: ☒ 정회원 ☐ 준회원 ☐ 학생회원

관심 분야: ☒ 수영 ☐ 게임 ☐ 골프
☐ 스키 ☐ 독서 ☒ 테니스

직업: 학생

결제 방법: 현금
카드
포인트

회원 가입



```
String s = "1234567890";  
try {  
    s.charAt(0);  
} catch (Exception e) {  
    return "Ljava.lang.Object";  
}  
(new Int(3)[4][5][6][7][8][9]).getClass().  
returns "[[[[[[[I"
```

member.txt - 메모장

파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)

kdhong 1234 홍길동 정회원 33 학생 현금





학습 요약

- ❖ CheckBox 컨트롤
- ❖ RadioButton 컨트롤
- ❖ Choice와 Combo Box 컨트롤
- ❖ List 컨트롤

