

# Java Programming Language SE - 6

## Module 14: GUI-Based Applications

Team Emertxe

**ORACLE®**

**Certified Professional**

Java SE 6 Programmer



# Objectives

- Describe how to construct a menu bar, menu, and menu items in a Java GUI
- Understand how to change the color and font of a component



# Relevance



- You now know how to set up a Java GUI for both graphic output and interactive user input. However, only a few of the components from which GUIs can be built have been described. What other components would be useful in a GUI?
- How can you create a menu for your GUI frame?

# How to Create a Menu

1. Create a JMenuBar object, and set it into a menu container, such as a JFrame.
2. Create one or more JMenu objects, and add them to the menu bar object.
3. Create one or more JMenuItem objects, and add them to the menu object.

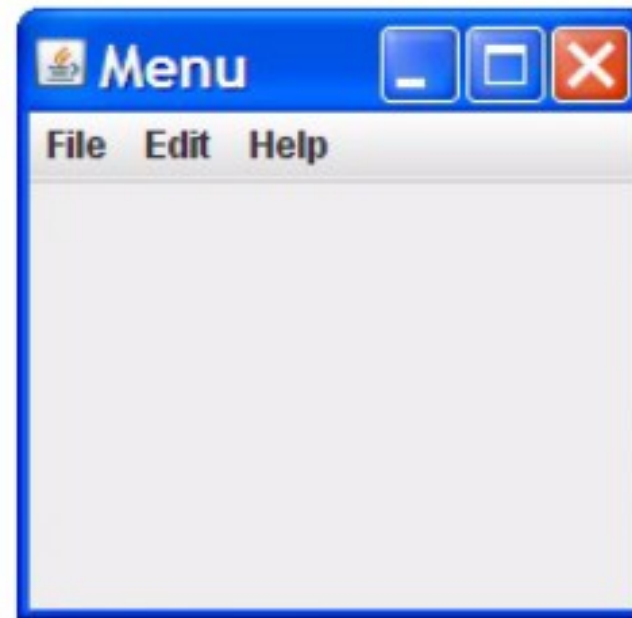
# Creating a JMenuBar

```
f = new JFrame("MenuBar");  
mb = new JMenuBar();  
f.setJMenuBar(mb);
```



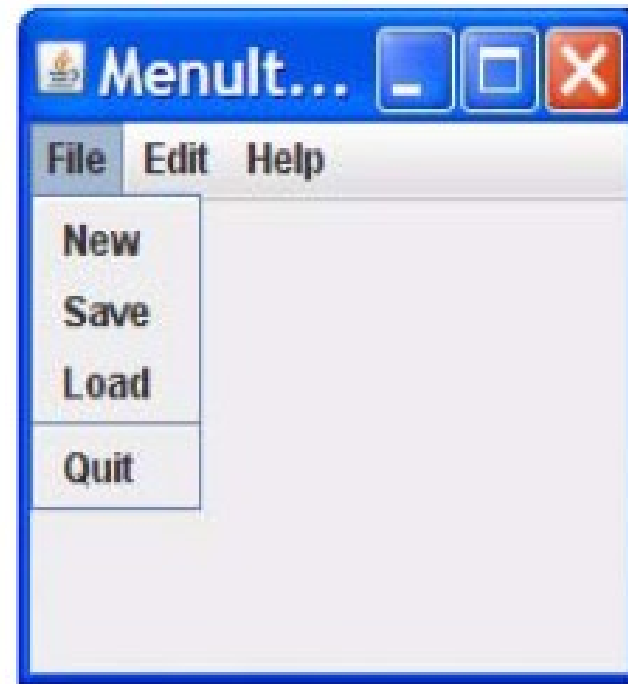
# Creating a JMenu

```
f = new JFrame("Menu");  
mb = new JMenuBar();  
m1 = new JMenu("File");  
m2 = new JMenu("Edit");  
m3 = new JMenu("Help");  
mb.add(m1);  
mb.add(m2);  
mb.add(m3);  
f.setJMenuBar(mb);
```



# Creating a JMenuItem

```
mi1 = new JMenuItem("New");  
mi2 = new JMenuItem("Save");  
mi3 = new JMenuItem("Load");  
mi4 = new JMenuItem("Quit");  
mi1.addActionListener(this);  
mi2.addActionListener(this);  
mi3.addActionListener(this);  
mi4.addActionListener(this);  
m1.add(mi1);  
m1.add(mi2);  
m1.add(mi3);  
m1.addSeparator();  
m1.add(mi4);
```



# Creating a JCheckBoxMenuItem

```
f = new JFrame("CheckboxMenuItem");
mb = new JMenuBar();
m1 = new JMenu("File");
m2 = new JMenu("Edit");
m3 = new JMenu("Help");
mb.add(m1);
mb.add(m2);
mb.add(m3);
f.setJMenuBar(mb);
.....
mi5 = new JCheckBoxMenuItem("Persistent");
mi5.addItemListener(this);
m1.add(mi5);
```





*Commands to control visual aspects of the GU include:*

- Colors:
  - `setForeground()`
  - `setBackground()`
- Example:
  - `Color purple = new Color(255, 0, 255);`
  - `JButton b = new JButton("Purple");`
  - `b.setBackground(purple);`

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