Building a Swing GUI

Using Eclipse's WindowBuilder

Install WindowBuilder

- 1. Open Eclipse
- 2. Click Help...
- 3. Select Eclipse Marketplace
- 4. Search for WindowBuilder then Install
- 5. In case, the Windows Builder is not compatible from eclipse market place, copy the installation URL (https://www.eclipse.org/windowbuilder/download.php) and download plugin......

Copy URL -> Help -> Install new software - > add

6. Restart Eclipse

Import the Project from LMS

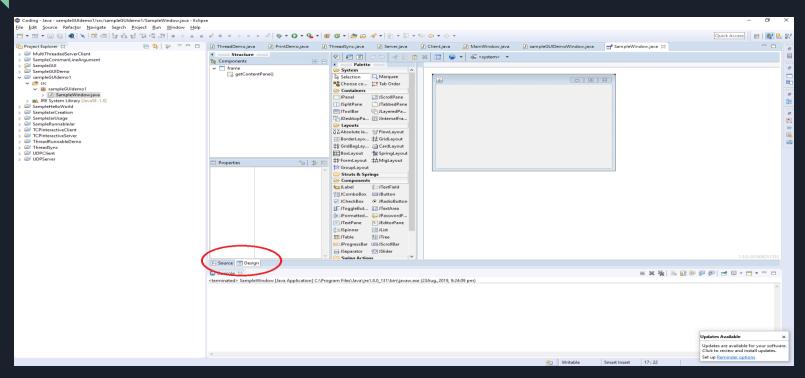
For those of you who are interested in how to create your own without importing the LMS Project:

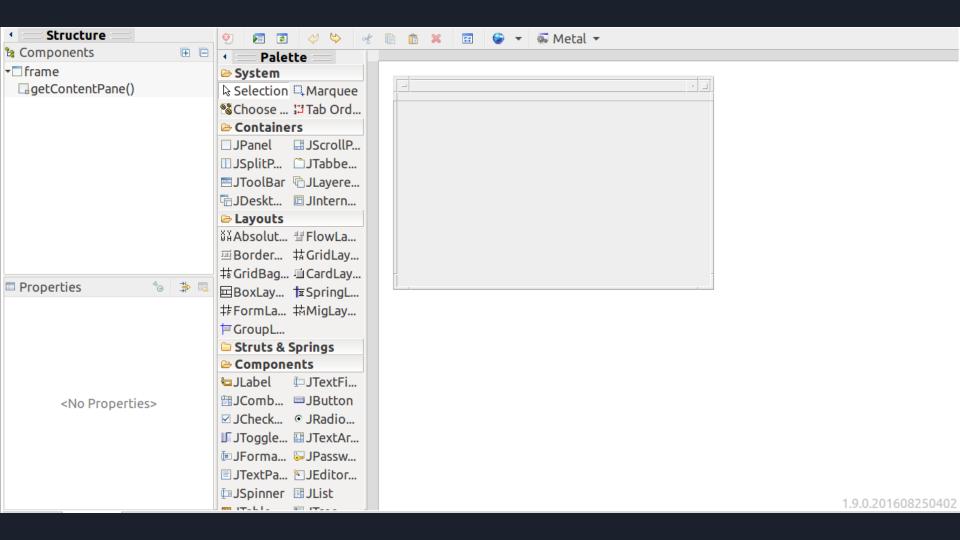
- 1. Create a new Java Project
- 2. Then Right Click on the src folder and do:

New > Other > WindowBuilder > Swing Designer > Application Window

```
1. import java.awt.EventQueue;
 5 public class MainWindow {
       private JFrame frame;
       /**
10
        * Launch the application.
12⊜
       public static void main(String[] args) {
13⊜
           EventQueue.invokeLater(new Runnable() {
14⊝
               public void run() {
15
                    try {
16
                        MainWindow window = new MainWindow();
                        window.frame.setVisible(true);
18
                      catch (Exception e) {
19
                        e.printStackTrace();
20
22
```

 Instead of writing code explicitly, we can switch to design mode and drag and drop the buttons, text fields, etc...





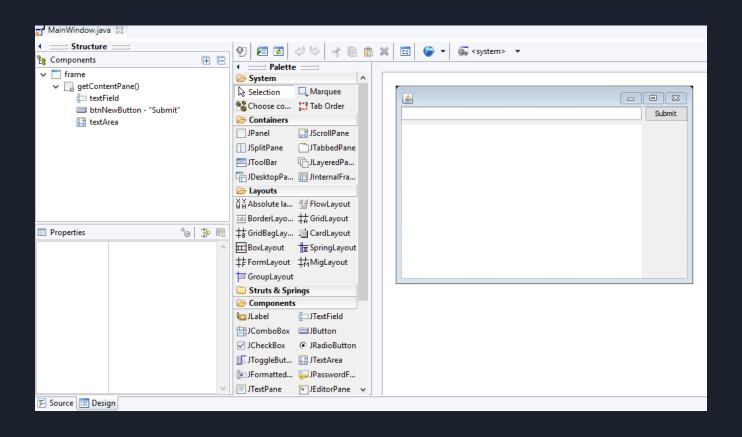
Layouts - A crash course

Absolute Layout : Does not scale when resized

Grid Layout: Items are rendered on a grid and will stack or unstack depending on the size of the window

GridBagLayout: https://docs.oracle.com/javase/tutorial/uiswing/layout/gridbag.html

Add things to the GUI as desired



Event Handlers

Right click a component (i.e. a button) and select

Event Handler > action > actionPerformed

See line 85 – 89 of MainWindow.java