

Swing redraw

codice: (aggiunto data ember e setter msg)



```
public class CustomFrame extends JFrame {
    private String msg = "Hello";

    // veery bad hack:
    Graphics g = null;

    public CustomFrame(String title) throws HeadlessException {
        super(title);
    }

    public void paint(Graphics g) {
        this.g = g; // fake, trying to save to paint in code.


        g.drawString(msg, 200, 50);
        int x = 30; int y = 100; int rectwidth = 50; int rectheight = 100;

        g.drawRect(x, y, rectwidth, rectheight);
    }

    public void setMsg(String msg) {
        this.msg = msg;
        System.out.println(msg);
        // dont update.. crash...
        paint(this.g);
    }
}
```

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codice ok:



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public class CustomFrame extends JFrame {
    private String msg = "Hello";
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    public void paint(Graphics g) {
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        int x = 30; int y = 100; int rectwidth = 50; int rectheight = 100;

        g.drawRect(x, y, rectwidth, rectheight);
    }

    public void setMsg(String msg) {
        this.msg = msg;
        System.out.println(msg);
        // dont update.. crash... paint(this.g);
        this.repaint();
    }
}
```

Swing redraw: il Thread è giusto??

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I vari thread possono comunicare con il Thread della GUI Swing SOLO con una call inter-thread apposita:

```
SwingUtilities.invokeLater(  
    () -> { .....  
    }  
);
```

Quindi:

```
SwingUtilities.invokeLater( () -> {  
    this.repaint();  
    }  
);
```

?

...

Swing redraw: il Thread è giusto??

NO:

repaint() va GIA sulla coda corretta, i.e. chiama GIA InvokeLater:

<https://www.oracle.com/java/technologies/painting.html#swing>

(B) The paint request originates from a call to `repaint()` on an extension of `javax.swing.JComponent`:

- `JComponent.repaint()` registers an asynchronous repaint request to the component's `RepaintManager`, which uses `invokeLater()` to queue a `Runnable` to later process the request on the event dispatching thread.