

12. GUI Programming :: The *JOptionPane* Class :: *showMessageDialog()*

The *javax.swing.JOptionPane* class contains several static methods for displaying various types of dialog windows. The **void** *showMessageDialog(Component parentComponent, Object message)* method displays a **message dialog**, which is a simple frame that displays an icon and a text string.

The first argument to *showMessageDialog()* is the parent frame and the second argument—although declared as an *Object*—is usually a *String*, which will be displayed on the dialog.

```
String msg = "This is the message that will be displayed";  
JOptionPane.showMessageDialog(frame, msg);
```



12. GUI Programming :: The *JOptionPane* Class :: *showMessageDialog()* (continued)

The default title bar text for a message dialog is "Message". To display your own title bar text, call **void** *showMessageDialog(Component parentComponent, Object message, String title, int messageType)* where *messageType* is one of the following (which specifies the type of icon that is displayed in the message dialog).

`JOptionPane.ERROR_MESSAGE`

`JOptionPane.INFORMATION_MESSAGE`

`JOptionPane.WARNING_MESSAGE`

`JOptionPane.QUESTION_MESSAGE`

`JOptionPane.PLAIN_MESSAGE` (no icon is displayed)

`String msg = "This is the message that will be displayed";`

`JOptionPane.showMessageDialog(frame, msg, "Hey!!!!",`

`JOptionPane.PLAIN_MESSAGE);`



12. GUI Programming :: The *JOptionPane* Class :: *showConfirmDialog()*

The **void** *showConfirmDialog(Component parentComponent, Object message, String title, int optionType)* method will display a **confirmation dialog**. The *optionType* parameter is one of:

```
JOptionPane.YES_NO_OPTION  
JOptionPane.YES_NO_CANCEL_OPTION  
JOptionPane.OK_CANCEL_OPTION
```

which controls which buttons are display (a Yes button; a No button; a Cancel button, or an OK button).

```
String msg = "Erase your hard drive?";  
int choice = JOptionPane.showConfirmDialog(frame, msg, "Confirm",  
JOptionPane.YES_NO_OPTION);
```



12. GUI Programming :: The *JOptionPane* Class :: *showInputDialog()*

The *String showInputDialog(Component parentComponent, Object message, String title, int optionType)* dialog contains a text field in which the user can enter a string. This string that is entered is returned from the method.

```
String msg = "What is your favorite color? ";  
String response = JOptionPane.showInputDialog(frame, msg, "",  
    JOptionPane.QUESTION_MESSAGE);
```

