GUI Programming with Swing

Core Java Volume I – Fundamentals

- Chapter 10. Graphical User Interface Programming
- Chapter 11. User Interface Components with Swing



Swing

- **Swing** is a widget toolkit for Java.
- It is part of Java Foundation Classes (JFC) an API for providing a graphical user interface (GUI) for Java programs.
- Swing was developed to provide a more sophisticated set of GUI components than the earlier AWT(Abstract Window Toolkit).
- It can be compared with MFC and WinForm in MS Windows Platform.



Your First Swing Application

```
My First Swing App ─ □ ×
```

```
import javax.swing.JFrame;

public class HelloSwingWorld {
   public static void main(String[] args) {
     JFrame frame = new JFrame("My First Swing App");
     frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
     frame.setVisible(true);
     frame.setSize(400, 150);
}
```



Creating & Positioning a Frame

- * A frame window so that
 - Its area is one-fourth that of the whole screen
 - It is centered in the middle of the screen

```
import java.awt.*;
import javax.swing.*;

public class CenteredFrameMain {
   public static void main(String[] args) {
     CenteredFrame frame = new CenteredFrame();
     frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
     frame.setVisible(true);
   }
}
```

```
class CenteredFrame extends JFrame {
  public CenteredFrame() {
    setTitle("CenteredFrame");
   // get screen dimensions
    Toolkit kit = Toolkit.getDefaultToolkit(); // java.awt.Toolkit
    Dimension screenSize = kit.getScreenSize();
    int screenHeight = screenSize.height;
    int screenWidth = screenSize.width;
   // center frame in screen
    setSize(screenWidth / 2, screenHeight / 2);
    setLocation(screenWidth / 4, screenHeight / 4);
   // set frame icon
    Image img = kit.getImage("icon.gif");
    setIconImage(img);
```

Frame with Button

```
import javax.swing.*;
public class HelloSwingWorldWithButton {
 public static void main(String[] args) {
    JFrame frame = new JFrame("SimpleFrameWithButton");
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
    frame.setSize(400, 150);
    JButton button = new JButton("click me");
    frame.add(button);
                                                 SimpleFrameWithBu...
                                                                                 \times
                                                               click me
```

Frame with Panel

```
import javax.swing.*;
public class HelloSwingWorldWithPanel {
 public static void main(String[] args) {
    JFrame frame = new JFrame("SimpleFrameWithPanel");
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
    frame.setSize(300, 150);
    JPanel panel = new JPanel();
    frame.add(panel) ;
                                                    SimpleFrameWithPa...
                                                                                    \times
    JButton button1 = new JButton("click me1");
                                                                        click me2
                                                           click me1
    panel.add(button1);
    JButton button2 = new JButton("click me2");
    panel.add(button2);
```

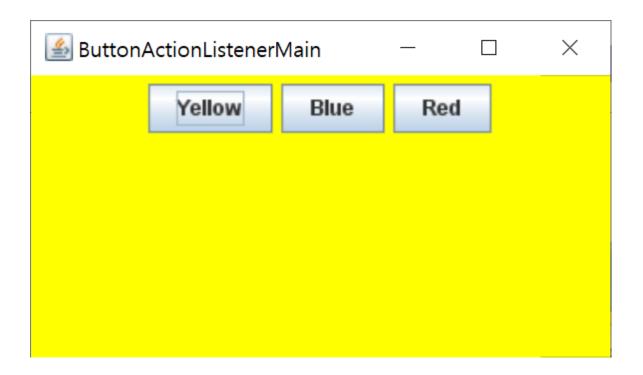


Frame with Button Event Handler

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.*;
public class FrameWithButtonActionListenerMain {
  public static void main(String[] args) {
     FrameWithButtonActionListener frame =
        new FrameWithButtonActionListener ("ButtonWithActionListener");
                                          ButtonWithActionListener
                                                                                      \times
                                                        click me1
                                                                    click me2
                                                                                   \times
                                                     메시지
                                                            click me1
```

```
class FrameWithButtonActionListener extends JFrame implements ActionListener {
  public FrameWithButtonActionListener (String title) {
    setTitle(title); setVisible(true); setSize(400, 150);
    JPanel panel = new JPanel();
    add(panel);
    JButton button1 = new JButton("click me1");
    button1.addActionListener(this);
     panel.add(button1);
    JButton button2 = new JButton("click me2");
     button2.addActionListener(this);
    panel.add(button2);
  @Override
  public void actionPerformed(ActionEvent event) {
    System.out.println(event) ;
    String cmd = event.getActionCommand();
    //String cmd = ((JButton) event.getSource()).getText();
    JOptionPane.showMessageDialog(null, cmd);
```

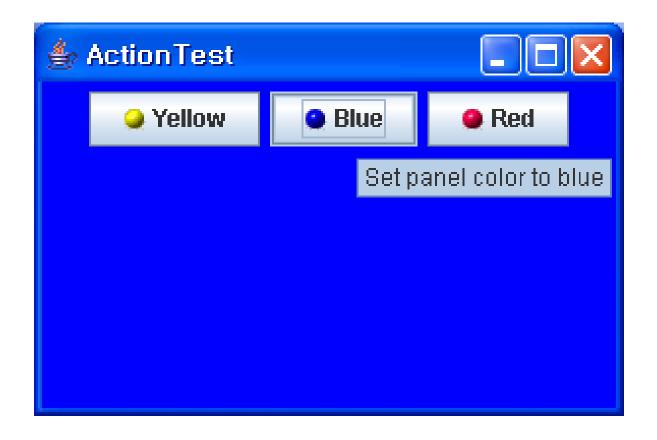
Action Listener Class



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class ButtonActionListenerMain {
 public static void main(String[] args) {
    ButtonActionListenerFrame frame =
      new ButtonActionListenerFrame("ButtonActionListenerMain");
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
class ButtonActionListenerFrame extends JFrame {
 private static final int DEFAULT WIDTH = 300;
 private static final int DEFAULT HEIGHT = 200;
 public ButtonActionListenerFrame(String title) {
    setTitle(title);
    setSize(DEFAULT WIDTH, DEFAULT HEIGHT);
    ButtonPanelWithActionListenerObject panel =
      new ButtonPanelWithActionListenerObject();
    add(panel);
```

```
class ButtonPanelWithActionListenerObject extends JPanel {
 public ButtonPanelWithActionListenerObject() {
    // create buttons
    JButton yellowButton = new JButton("Yellow");
    JButton blueButton = new JButton("Blue");
    JButton redButton = new JButton("Red");
    // add buttons to panel
    add(yellowButton); add(blueButton); add(redButton);
    // create button action listener objects
    SetColorListener setYellow = new SetColorListener(Color.YELLOW);
    SetColorListener setBlue = new SetColorListener(Color.BLUE);
    // associate action listener objects with buttons
    yellowButton.addActionListener(setYellow);
    blueButton.addActionListener(setBlue);
    redButton.addActionListener((ActionEvent event) -> setBackground(Color.RED));
 private class SetColorListener implements ActionListener {
    public SetColorListener(Color color) { backgroundColor = color; }
    public void actionPerformed(ActionEvent event) {
      setBackground(backgroundColor);
    private Color backgroundColor;
```

Actions



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class ActionMain {
  public static void main(String[] args) {
    ActionFrame frame = new ActionFrame();
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
class ActionFrame extends JFrame {
 private static final int DEFAULT WIDTH = 300;
  private static final int DEFAULT HEIGHT = 200;
  public ActionFrame() {
    setTitle("ActionTest");
    setSize(DEFAULT_WIDTH, DEFAULT_HEIGHT);
    ActionPanel panel = new ActionPanel();
    add(panel);
```



```
class ActionPanel extends JPanel {
 class ColorAction extends AbstractAction {
    //AbstractAction implements all methods of interface Action except for actionPerformed
    public ColorAction(String name, Icon icon, Color c) {
      putValue(Action.NAME, name); // displayed on buttons and menu items
      putValue(Action.SMALL_ICON, icon);
      putValue(Action.SHORT_DESCRIPTION, // for display in a tooltip
                    "Set panel color to " + name.toLowerCase());
                                                                         ActionListener
      putValue("color", c);
    @Override
                                                                            Action
    public void actionPerformed(ActionEvent event) {
      setBackground((Color) getValue("color"));
                                                                        AbstractAction
                                                                          ColorAction
  public ActionPanel() {
    Action yellowAction = // name, icon, color
      new ColorAction("Yellow", new ImageIcon("yellow-ball.gif"), Color.YELLOW);
    Action blueAction =
      new ColorAction("Blue", new ImageIcon("blue-ball.gif"), Color.BLUE);
   Action redAction =
      new ColorAction("Red", new ImageIcon("red-ball.gif"), Color.RED);
```

```
// add buttons for these actions to the panel
add(new JButton(yellowAction));
add(new JButton(blueAction));
add(new JButton(redAction));
// javax.swing.InputMap and javax.swing.ActionMap
InputMap imap = getInputMap(JComponent.WHEN_FOCUSED);
imap.put(KeyStroke.getKeyStroke("ctrl Y"), "panel.yellow");
imap.put(KeyStroke.getKeyStroke("ctrl B"), "panel.blue");
imap.put(KeyStroke.getKeyStroke("ctrl R"), "panel.red");
// void put(KeyStroke keyStroke, Object actionMapKey)
// Adds a binding for keyStroke to actionMapKey.
// ActionMap provides mappings from Objects (called keys or Action names) to Actions
ActionMap amap = getActionMap();
amap.put("panel.yellow", yellowAction);
amap.put("panel.blue", blueAction);
amap.put("panel.red", redAction);
// put(Object key, Action action): Adds a binding for key to action.
```



KeyStroke

<u>KeyStroke</u> **getKeyStroke**(int keyCode, int modifiers, boolean onKeyRelease)

```
The keycode constants can be used to specify the key code. For example:
        •java.awt.event.KeyEvent.VK_ENTER
        •java.awt.event.KeyEvent.VK_TAB
        •java.awt.event.KeyEvent.VK_SPACE

The modifiers consist of any combination of:
        •java.awt.event.InputEvent.SHIFT_MASK (1)
        •java.awt.event.InputEvent.CTRL_MASK (2)
        •java.awt.event.InputEvent.META_MASK (4)
        •java.awt.event.InputEvent.ALT_MASK (8)
```

Java Tutorial: Creating a GUI with JFC/Swing

https://docs.oracle.com/javase/tutorial/uiswing/index.html

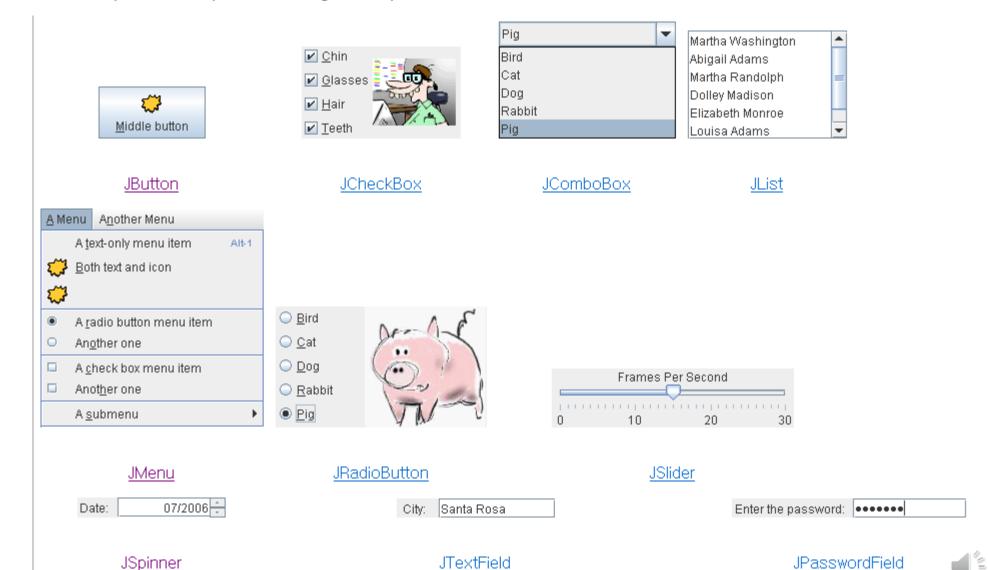
Using Swing Components: Example

https://docs.oracle.com/javase/tutorial/uiswing/examples/components/index.html

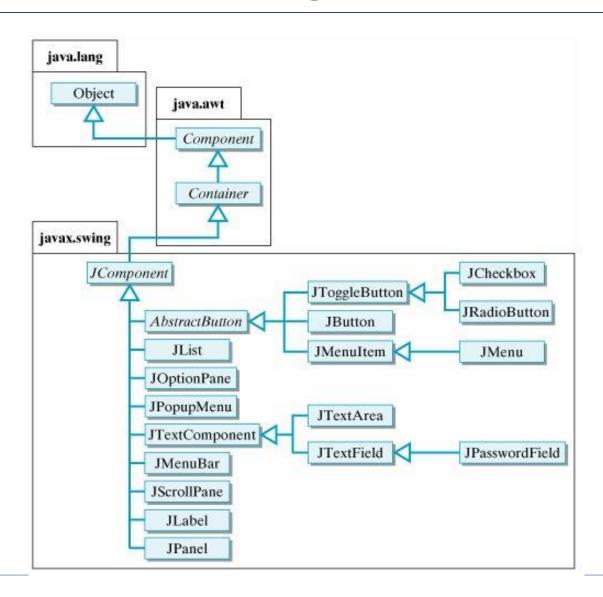


Basic Controls

Simple components get input from the user



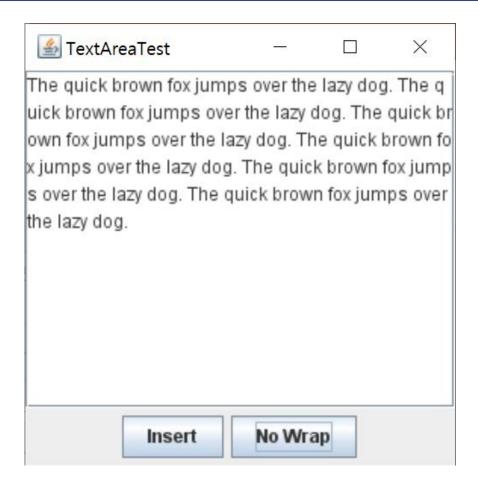
Swing Classes



Contents

- Text Input
 - Text Fields, Formatted Text, Text Area
- Choice Components
 - Checkboxes, Radio Buttons, Borders
 - Combo Boxes, Sliders, JSpinner
- Menus
 - Menu building, icons in menu items, keyboard mnemonics and accelerators, toolbars, tooltips
- Dialog Boxes
 - Option dialogs, file dialogs, color choosers
- Layout Management

Text Area



How to Use Text Areas in Java Tutorial https://docs.oracle.com/javase/tutorial/uiswing/components/textarea.html

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class TextAreaTest {
  public static void main(String[] args) {
    TextAreaFrame frame = new TextAreaFrame();
   frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
   frame.setVisible(true);
class TextAreaFrame extends JFrame {
  public TextAreaFrame() {
   setTitle("TextAreaTest");
    setSize(DEFAULT WIDTH, DEFAULT HEIGHT);
    buttonPanel = new JPanel();
    JButton insertButton = new JButton("Insert");
    buttonPanel.add(insertButton);
    insertButton.addActionListener(new ActionListener() {
      public void actionPerformed(ActionEvent event) {
        textArea.append("The quick brown fox jumps over the lazy dog.");
    });
                   insertButton.addActionListener(
                     (ActionEvent event) ->
                     textArea.append("The quick brown fox jumps over the lazy dog.
```

```
wrapButton = new JButton("Wrap"); buttonPanel.add(wrapButton);
  wrapButton.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent event) {
      final boolean wrap = !textArea.getLineWrap();
      textArea.setLineWrap(wrap);
      wrapButton.setText(wrap ? "No Wrap" : "Wrap");
                            wrapButton.addActionListener(
  });
                             (ActionEvent event) -> {
                               final boolean wrap = !textArea.getLineWrap();
                               textArea.setLineWrap(wrap);
                               wrapButton.setText(wrap ? "No Wrap" : "Wrap");
  add(buttonPanel, BorderLayout.SOUTH);
 textArea = new JTextArea(8, 40); // JTextArea(int rows, int columns)
  scrollPane = new JScrollPane(textArea);
 add(scrollPane, BorderLayout.CENTER);
public static final int DEFAULT WIDTH = 300, DEFAULT HEIGHT = 300;
private JTextArea textArea;
private JScrollPane scrollPane;
private JPanel buttonPanel;
private JButton wrapButton;
```

Choice Components

- Checkboxes
- Radio Buttons
- Combo Boxes

Checkboxes

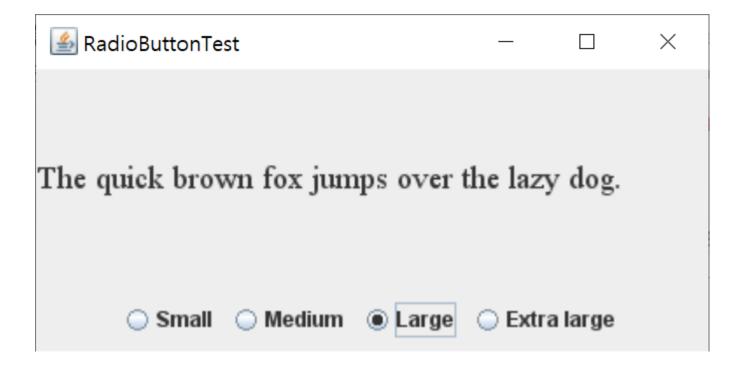


```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class CheckBoxTest {
  public static void main(String[] args) {
    CheckBoxFrame frame = new CheckBoxFrame();
   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
   frame.setVisible(true);
class CheckBoxFrame extends JFrame {
 public static final int DEFAULT WIDTH = 300;
  public static final int DEFAULT_HEIGHT = 200;
  private JLabel label;
  private JCheckBox bold, italic;
  private static final int FONTSIZE = 24;
  public CheckBoxFrame() {
    setTitle("CheckBoxTest"); setSize(DEFAULT_WIDTH, DEFAULT_HEIGHT);
    label = new JLabel("The quick brown fox jumps over the lazy dog.");
    label.setFont(new Font("Serif", Font.PLAIN, FONTSIZE));
   // Font(String name, int style, int size)
   // Creates a new Font from the specified name, style and point size.
   // GraphicsEnvironment.getAvailableFontFamilyNames()
    add(label, BorderLayout.CENTER); // Border Layout is the default layout in JFrame
```

```
ActionListener listener = new ActionListener() {
    public void actionPerformed(ActionEvent event) {
      int mode = 0;
      if (bold.isSelected()) mode += Font.BOLD;
      if (italic.isSelected()) mode += Font.ITALIC;
      label.setFont(new Font("Serif", mode, FONTSIZE));
JPanel buttonPanel = new JPanel();
                                      ActionListener listener = (ActionEvent event) -> {
bold = new JCheckBox("Bold");
                                        int mode = 0;
bold.addActionListener(listener);
                                        if (bold.isSelected()) mode += Font.BOLD;
                                        if (italic.isSelected()) mode += Font.ITALIC;
buttonPanel.add(bold);
                                        label.setFont(new Font("Serif", mode, FONTSIZE));
italic = new JCheckBox("Italic");
italic.addActionListener(listener);
buttonPanel.add(italic);
add(buttonPanel, BorderLayout.SOUTH);
```



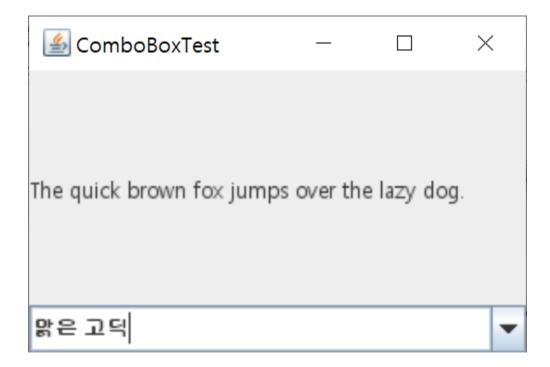
Radio Buttons



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class RadioButtonTest {
  public static void main(String[] args) {
    RadioButtonFrame frame = new RadioButtonFrame();
   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
   frame.setVisible(true);
class RadioButtonFrame extends JFrame {
 public static final int DEFAULT WIDTH = 400, DEFAULT HEIGHT = 200;
  private JPanel buttonPanel;
 private JLabel label;
  private static final int DEFAULT SIZE = 18;
  public RadioButtonFrame() {
    setTitle("RadioButtonTest");
    setSize(DEFAULT WIDTH, DEFAULT HEIGHT);
    label = new JLabel("The quick brown fox jumps over the lazy dog.");
    label.setFont(new Font("Serif", Font.PLAIN, DEFAULT_SIZE));
    add(label, BorderLayout.CENTER);
    buttonPanel = new JPanel();
   add(buttonPanel, BorderLayout.SOUTH);
```

```
ButtonGroup group = new ButtonGroup();
  addRadioButton(group, "Small", 8);
  addRadioButton(group, "Medium", 12);
  addRadioButton(group, "Large", 18);
  addRadioButton(group, "Extra large", 36);
public void addRadioButton(ButtonGroup group, String name, final int size) {
  boolean selected = (size == DEFAULT SIZE);
  JRadioButton button = new JRadioButton(name, selected);
  group.add(button);
  buttonPanel.add(button);
  ActionListener listener = new ActionListener() {
      public void actionPerformed(ActionEvent event) {
        // size refers to the final parameter of the addRadioButton method
        label.setFont(new Font("Serif", Font.PLAIN, size));
  button.addActionListener(listener);
                                        button.addActionListener(
                                         (ActionEvent e) ->
                                         label.setFont(new Font("Serif", Font.PLAIN, size))
```

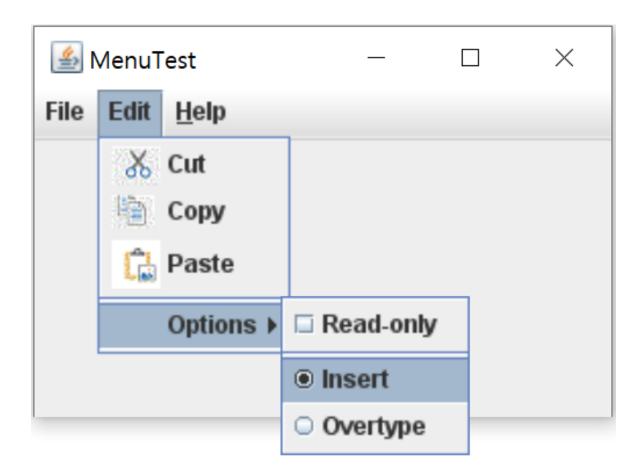
Combo Boxes



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class ComboBoxTest {
  public static void main(String[] args) {
    ComboBoxFrame frame = new ComboBoxFrame();
   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
   frame.setVisible(true);
class ComboBoxFrame extends JFrame {
 public static final int DEFAULT WIDTH = 300;
 public static final int DEFAULT_HEIGHT = 200;
 private JLabel label;
 private static final int DEFAULT SIZE = 12;
 public ComboBoxFrame() {
    setTitle("ComboBoxTest"); setSize(DEFAULT_WIDTH, DEFAULT_HEIGHT);
    label = new JLabel("The quick brown fox jumps over the lazy dog.");
    label.setFont(new Font("Serif", Font.PLAIN, DEFAULT_SIZE));
    add(label, BorderLayout.CENTER);
```

```
JComboBox<String> fontNameCombo = new JComboBox<>();
add(fontNameCombo, BorderLayout.SOUTH);
fontNameCombo.setEditable(true);
fontNameCombo.addItem("Serif");
fontNameCombo.addItem("SansSerif");
fontNameCombo.addItem("Monospaced");
fontNameCombo.addItem("Dialog");
fontNameCombo.addItem("DialogInput");
fontNameCombo.addItem("맑은 고딕");
fontNameCombo.addActionListener(new ActionListener() {
  public void actionPerformed(ActionEvent event) {
     label.setFont(new Font(
                        (String) fontNameCombo.getSelectedItem(),
                        Font.PLAIN, DEFAULT_SIZE));
                            faceCombo.addActionListener(
                              (ActionEvent event) ->
                                label.setFont(new Font(
                                 (String) fontNameCombo.getSelectedItem(),
                                 Font.PLAIN, DEFAULT_SIZE))
```

Menus



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import javax.swing.event.*;
public class MenuTest {
  public static void main(String[] args) {
    MenuFrame frame = new MenuFrame();
   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
   frame.setVisible(true);
class MenuFrame extends JFrame {
 public static final int DEFAULT WIDTH = 300;
  public static final int DEFAULT_HEIGHT = 200;
  public MenuFrame() {
   setTitle("MenuTest");
    setSize(DEFAULT_WIDTH, DEFAULT_HEIGHT);
```



```
JMenu fileMenu = new JMenu("File");
JMenuItem newItem = fileMenu.add(new TestAction("New"));
JMenuItem openItem = fileMenu.add(new TestAction("Open")); // CTRL + O
openItem.setAccelerator(
  KeyStroke.getKeyStroke(KeyEvent.VK_O, InputEvent.CTRL_MASK));
fileMenu.addSeparator();
Action saveAction = new TestAction("Save"); // CTRL + S
JMenuItem saveItem = fileMenu.add(saveAction);
saveItem.setAccelerator(
  KeyStroke.getKeyStroke(KeyEvent.VK S, InputEvent.CTRL MASK));
Action saveAsAction = new TestAction("Save As");
                                                               MenuTest
JMenuItem saveAsItem = fileMenu.add(saveAsAction);
                                                              File Edit Help
fileMenu.addSeparator();
                                                              New
fileMenu.add(new AbstractAction("Exit") {
                                                              Open
                                                                     Ctrl-O
    public void actionPerformed(ActionEvent event) {
                                                              Save
                                                                     Ctrl-S
      System.exit(0);
                                                              Save As
});
                                                              Exit
```

```
// demonstrate icons
Action cutAction = new TestAction("Cut");
cutAction.putValue(Action.SMALL ICON, new ImageIcon("cut.gif"));
Action copyAction = new TestAction("Copy");
copyAction.putValue(Action.SMALL_ICON, new ImageIcon("copy.gif"));
Action pasteAction = new TestAction("Paste");
pasteAction.putValue(Action.SMALL_ICON, new ImageIcon("paste.gif"));
JMenu editMenu = new JMenu("Edit");
editMenu.add(cutAction);
editMenu.add(copyAction);
                                                            Edit
                                                               Help
editMenu.add(pasteAction);
                                                             X Cut
                                                            Copy
editMenu.addSeparator();
                                                             🖺 Paste
                                                               Options ▶

□ Read-only

                                                                      Insert
```



Overtype

```
// demonstrate nested menus
JMenu optionMenu = new JMenu("Options");
editMenu.add(optionMenu);
JCheckBoxMenuItem readonlyItem = new JCheckBoxMenuItem("Read-only");
readonlyItem.addActionListener(new
 ActionListener() {
                                                              Edit
                                                                 Help
    public void actionPerformed(ActionEvent event) {
                                                              X Cut
      boolean saveOk = !readonlyItem.isSelected();
                                                                Copy
     saveAction.setEnabled(saveOk);
                                                               🖺 Paste
     saveAsAction.setEnabled(saveOk);
                                                                 Options >

□ Read-only

                                                                       Insert
  });

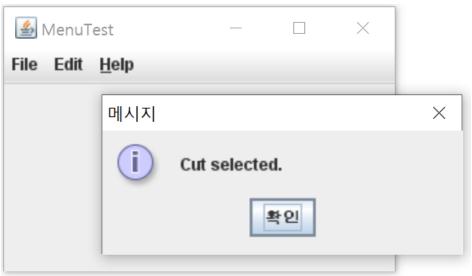
    Overtype

ButtonGroup group = new ButtonGroup();
JRadioButtonMenuItem insertItem = new JRadioButtonMenuItem("Insert");
insertItem.setSelected(true);
JRadioButtonMenuItem overtypeItem = new JRadioButtonMenuItem("Overtype");
group.add(insertItem);
group.add(overtypeItem);
optionMenu.add(readonlyItem);
optionMenu.addSeparator();
optionMenu.add(insertItem);
optionMenu.add(overtypeItem);
```

```
// demonstrate mnemonics
JMenu helpMenu = new JMenu("Help");
                                                                Help
                                                           Edit
helpMenu.setMnemonic('H');
                                                                Index
JMenuItem indexItem = new JMenuItem("Index");
indexItem.setMnemonic('I');
                                                                About
helpMenu.add(indexItem);
// you can also add the mnemonic key to an action
Action aboutAction = new TestAction("About");
aboutAction.putValue(Action.MNEMONIC_KEY, new Integer('A'));
helpMenu.add(aboutAction);
// add all top-level menus to menu bar
JMenuBar menuBar = new JMenuBar();
setJMenuBar(menuBar);
menuBar.add(fileMenu); menuBar.add(editMenu); menuBar.add(helpMenu);
// demonstrate pop-ups
JPopupMenu popup = new JPopupMenu();
popup.add(cutAction); popup.add(copyAction); popup.add(pasteAction);
                                                          MenuTest
                                                                               \times
JPanel panel = new JPanel();
                                                          File Edit Help
panel.setComponentPopupMenu(popup);
add(panel);
                                                                      X Cut
                                                                      Copy
                                                                      🖺 Paste
```

```
class TestAction extends AbstractAction {
  public TestAction(String name) { super(name); }

  public void actionPerformed(ActionEvent event) {
     JOptionPane.showMessageDialog(null, getValue(Action.NAME) + " selected.");
  }
}
```

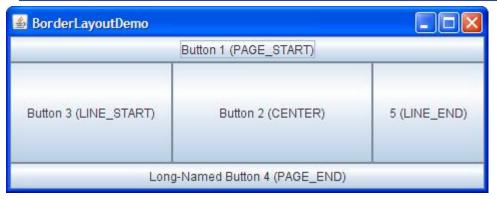


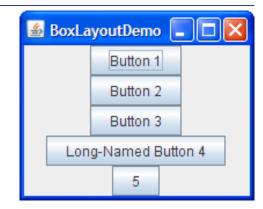


Layout Management

- * A layout manager determines the size and position of the components within a container.
 - BorderLayout
 - BoxLayout
 - FlowLayout
 - CardLayout
 - GridLayout
 - GridBagLayout
 - GroupLayout
 - SpringLayout

Layout Management

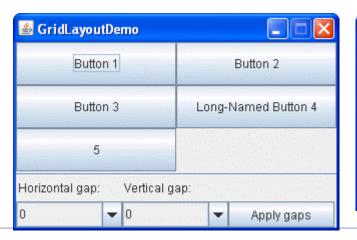




JFrame is initialized to use a BorderLayout



FlowLayout is the default layout manager for every JPanel





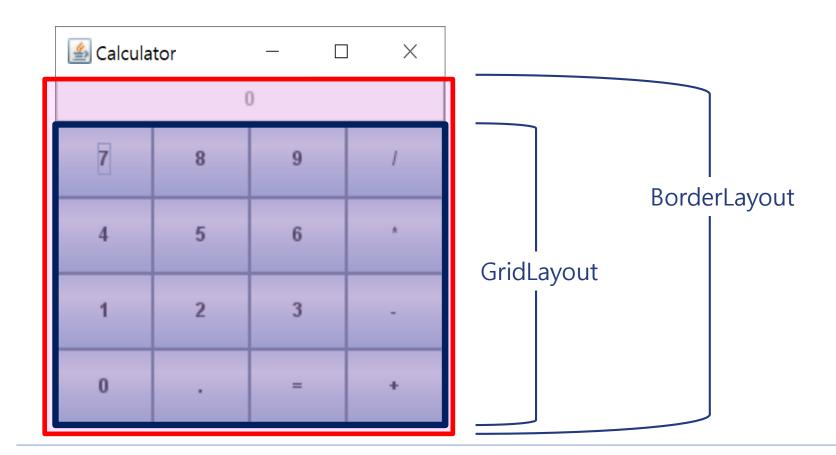


Layout Management

| Layout | Description |
|---------------|--|
| BorderLayout | places components in up to five areas: top, bottom, left, right, and center |
| BoxLayout | puts components in a single row or column |
| FlowLayout | lays out components in a single row, starting a new row if its container is not sufficiently wide |
| GridLayout | makes a bunch of components equal in size and displays them in the requested number of rows and columns |
| GridBagLayout | aligns components by placing them within a grid of cells, allowing components to span more than one cell |

Layout Management: Example

Calculator with BorderLayout Manger and GridLayout Manager



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class Calculator {
  public static void main(String[] args) {
    CalculatorFrame frame = new CalculatorFrame();
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
class CalculatorFrame extends JFrame {
 private JButton display;
 private JPanel panel;
 private double result;
 private String lastCommand;
 private boolean start;
  public CalculatorFrame() {
    setTitle("Calculator");
    CalculatorPanel panel = new CalculatorPanel();
    add(panel);
    pack(); // Causes this Window to be sized to fit the layouts of its subcomponents.
```

```
class CalculatorPanel extends JPanel {// the default layout manager: flow layout
public CalculatorPanel() {
  setLayout(new BorderLayout()); // North, West, Center, East, South
  result = 0; lastCommand = "="; start = true;
  display = new JButton("0"); display.setEnabled(false);
  add(display, BorderLayout.NORTH);
  ActionListener insert = new InsertAction();
  ActionListener command = new CommandAction();
  // The grid layout arranges all components in rows and columns like a spreadsheet.
  commandPanel = new JPanel();
  add(commandPanel, BorderLayout.CENTER);
                                                           S Calculator
                                                                                 X
  commandPanel.setLayout(new GridLayout(4, 4));
                                                            7
                                                                   8
  addButton("7", insert); addButton("8", insert);
  addButton("9", insert); addButton("/", command);
                                                                   5
                                                                         6
  addButton("4", insert); addButton("5", insert);
  addButton("6", insert); addButton("*", command);
  addButton("1", insert); addButton("2", insert);
                                                                         3
  addButton("3", insert); addButton("-", command);
  addButton("0", insert); addButton(".", insert);
  addButton("=", command); addButton("+", command);
```

```
private void addButton(String label, ActionListener listener) {
  JButton button = new JButton(label);
  button.addActionListener(listener); commandPanel.add(button);
private class InsertAction implements ActionListener {
  public void actionPerformed(ActionEvent event) {
    String input = event.getActionCommand();
    if (start) { display.setText(""); start = false; }
    display.setText(display.getText() + input);
private class CommandAction implements ActionListener {
  public void actionPerformed(ActionEvent event) {
    String command = event.getActionCommand();
    if (start) {
      if (command.equals("-") ) { display.setText(command); start = false; }
      else lastCommand = command;
    } else {
      calculate(Double.valueOf(display.getText()));
      lastCommand = command; start = true;
  private void calculate(double x) {
     if (lastCommand.equals("+")) result += x;
     else if (lastCommand.equals("-")) result -= x;
else if (lastCommand.equals("*")) result *= x;
     else if (lastCommand.equals("/")) result /= x;
     else if (lastCommand.equals("=")) result = x;
     display.setText("" + result);
```

Q&A