

Sprawdzanie obecności w laboratorium

Zespół 3-osobowy:

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GUI oraz System pracy w zasobniku systemowym

```
public static void main(String[] args) {
    try {
        UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");
        //UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");
    } catch (UnsupportedLookAndFeelException ex) {
        ex.printStackTrace();
    } catch (IllegalAccessException ex) {
        ex.printStackTrace();
    } catch (InstantiationException ex) {
        ex.printStackTrace();
    } catch (ClassNotFoundException ex) {
        ex.printStackTrace();
    }
    UIManager.put("swing.boldMetal", Boolean.FALSE);

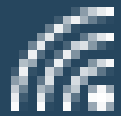
    SwingUtilities.invokeLater(new Runnable() {
        public void run() { createAndShowGUI(); }
    });

    ELS card = new ELS();
    StudentFile sf = card.ReadData();

    JOptionPane.showMessageDialog( parentComponent: null, sf);
}

private static void createAndShowGUI() {
    //Check the SystemTray support
    if (!SystemTray.isSupported()) {
        System.out.println("SystemTray is not supported");
        return;
    }
    final PopupMenu popup = new PopupMenu();
    final TrayIcon trayIcon =
        new TrayIcon(createImage( path: "images/icon.gif", description: "eObecnosć"));
    final SystemTray tray = SystemTray.getSystemTray();

    // Create a popup menu components
    CheckboxMenuItem fb_set = new CheckboxMenuItem( label: "Facebook forms");
    MenuItem exitItem = new MenuItem( label: "Exit");
```



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