**Java中UIManager的几种外观的详细讲解**

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        \* 设置图形界面外观  
        \* java的图形界面外观有3种,默认是java的金属外观,还有就是windows系统,motif系统外观.  
        \* 1、Metal风格 (默认) UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");   
        \* 2、Windows风格 UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");   
        \* 3、Windows Classic风格 UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsClassicLookAndFeel");  
        \* 4、Motif风格UIManager.setLookAndFeel("com.sun.java.swing.plaf.motif.MotifLookAndFeel");  
        \* 5、Mac风格 (需要在相关的操作系统上方可实现) String lookAndFeel = "com.sun.java.swing.plaf.mac.MacLookAndFeel";UIManager.setLookAndFeel(lookAndFeel);  
        \* 6、GTK风格 (需要在相关的操作系统上方可实现) String lookAndFeel = "com.sun.java.swing.plaf.gtk.GTKLookAndFeel";UIManager.setLookAndFeel(lookAndFeel);  
    \* 7、可跨平台的默认风格 String lookAndFeel = UIManager.getCrossPlatformLookAndFeelClassName(); UIManager.setLookAndFeel(lookAndFeel);  
    \* 8、当前系统的风格 String lookAndFeel = UIManager.getSystemLookAndFeelClassName(); UIManager.setLookAndFeel(lookAndFeel);  
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