**JAVA GUI NOTLARI**

**public** **class** swing1 {

**public** **static** **void** main(String[] args) {

JFrame frame = **new** JFrame("İlk Uygulamamız");

JPanel panel = **new** JPanel();

frame.add(panel);

JButton buton = **new** JButton("Butonumuz");

panel.add(buton);

frame.setDefaultCloseOperation(frame.***EXIT\_ON\_CLOSE***);

frame.setVisible(**true**);

frame.setSize(300,320);

**BUTONA TIKLAMA**

**public** **class** swing1 {

**public** **static** **void** main(String[] args) {

JFrame frame = **new** JFrame("İlk Uygulamamız");

JButton buton = **new** JButton("Tıklamalı");

buton.setBounds(90,90,100,50);

buton.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) //Butona tıklandığı zaman olucaklar

{

System.***out***.println("Butona Tıklandı");

}

});

//KAPANIŞ//

frame.add(buton);

frame.setDefaultCloseOperation(frame.***EXIT\_ON\_CLOSE***);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(300,320); } }

**LABEL ve BUTONA TIKLAYINCA LABELE YAZI YAZMA**

JFrame frame = **new** JFrame("İlk Uygulamamız");

JLabel label = **new** JLabel();

label.setBounds(30, 2, 140, 40);

JButton buton = **new** JButton("Tıklamalı");

buton.setBounds(40,40,100,50);

buton.addActionListener(**new** ActionListener() {

**int** a = 1;

**public** **void** actionPerformed(ActionEvent e) //Butona tıklandığı zaman olucaklar

{

label.setText("Butona " + a++ + " kez tıklandı!!");

}

});

//KAPANIŞ//

frame.add(label);

frame.add(buton);

frame.setDefaultCloseOperation(frame.***EXIT\_ON\_CLOSE***);

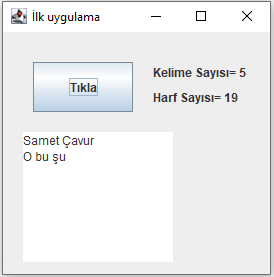
frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(200,160);

**TEXTAREA KULLANIMI VE TEXTAREA YAZILAN HARF VE KELİME SAYISI UYGULAMASI**

**public** **static** **void** main(String[] args) {

 JFrame frame= **new** JFrame("İlk uygulama");

JTextArea ta = **new** JTextArea();

ta.setBounds(20, 100, 300, 330);

JLabel label1 = **new** JLabel();

label1.setBounds(200, 25 , 190, 30);

JLabel label2 = **new** JLabel();

label2.setBounds(200, 50, 190, 30);

JButton buton = **new** JButton("Tıkla");

buton.setBounds(30, 30, 100, 50);

buton.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

String text = ta.getText();

String []words = text.split("\\s");

label1.setText("Kelime Sayısı= " + words.length);

label2.setText("Harf Sayısı= " + text.length());}

});

frame.setVisible(**true**);

frame.add(buton);

frame.add(ta);

frame.add(label1);

frame.add(label2);

frame.setSize(400, 550);

frame.setLayout(**null**);

**TEXTFİELD KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

JTextField tf = **new** JTextField();

tf.setBounds(20,20,140,20);

JPasswordField pf = **new** JPasswordField();

pf.setBounds(20,60,140,20);

JButton b = **new** JButton("Tıkla");

b.setBounds(20, 100, 135, 50);

b.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

**if**(tf.getText().equals("sametcavur") && pf.~~getText~~().equals("123456")) {

System.***out***.println("Başarılı bir şekilde giriş yapıldı"); }

**else** {

System.***out***.println("Giriş Yapılamadı..!"); }}

});

frame.add(pf);

frame.add(b);

frame.add(tf);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(200, 220);

**CHECKBOX KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

JCheckBox cb = **new** JCheckBox("Evet");

cb.setBounds(20, 20, 100,40);

JCheckBox cb1 = **new** JCheckBox("Hayır");

cb1.setBounds(20, 50, 100, 40);

JButton b = **new** JButton("Tıkla");

b.setBounds(20, 100, 100, 40);

b.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

**if**(cb.isSelected()) {

System.***out***.println(cb.getText() + " seçildi");

}

**if**(cb1.isSelected()) {

System.***out***.println(cb1.getText() + " seçildi");

} }

});

frame.add(b);

frame.add(cb);

frame.add(cb1);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(200, 220);

**CHECKBOX İLE KUTU SEÇİLDİ? SEÇİLMEDİ?**

JFrame frame= **new** JFrame("İlk uygulama");

JLabel l = **new** JLabel("Kutu?");

l.setBounds(20, 80, 100,40);

JLabel l1 = **new** JLabel("Kutu?");

l1.setBounds(20, 100, 100,40);

JCheckBox cb = **new** JCheckBox("1.Kutu");

cb.setBounds(20, 20, 100,40);

cb.addItemListener(**new** ItemListener() {

**public** **void** itemStateChanged(ItemEvent e) {

l.setText("1.Kutu " + (e.getStateChange() == 1 ? "seçildi" : "seçilmedi" ));(1)

} });

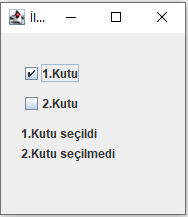
JCheckBox cb1 = **new** JCheckBox("2.Kutu");

cb1.setBounds(20, 50, 100, 40);

cb1.addItemListener(**new** ItemListener() {

**public** **void** itemStateChanged(ItemEvent e) {

l1.setText("2.Kutu " + (cb1.isSelected() ? "seçildi" : "seçilmedi" ));(2)//Her iki türlüde olur. } });

 frame.add(l1);

frame.add(l);

frame.add(cb);

frame.add(cb1);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(200, 220);

**RADİOBUTTON KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

JRadioButton rb = **new** JRadioButton("Erkek",true);//Burdaki true program açılınca ilk başta erkek seçili olsun demek

rb.setBounds(10,10,120,20);

JRadioButton rb1 = **new** JRadioButton();

rb1.setText("Kadın");

rb1.setBounds(10,30,120,20);

JRadioButton rb2 = **new** JRadioButton("Belirtmek İstemiyorum");

rb2.setBounds(10,50,220,20);

ButtonGroup bg = **new** ButtonGroup();

bg.add(rb);

bg.add(rb1);

bg.add(rb2); // Bu yalnızca birini seçebilme hakkı veriyor,eğer yazmasaydık kullanıcı hem erkek,hem kadın,hem de belirtmek istemiyorum seçebilirdi ama artık sadece birini seçebilir.

frame.add(rb);

frame.add(rb1);

frame.add(rb2);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(300, 160);

**COMBOBOX KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

String []sehirler = {"Antalya","İstanbul","İzmir","Urfa"};

JComboBox cb = **new** JComboBox(sehirler);

cb.setBounds(20, 20, 200, 20);

JLabel l = **new** JLabel();

l.setBounds(20, 80, 100, 20);

JButton b = **new** JButton("Tıkla");

b.setBounds(20, 50, 100, 20);

b.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

l.setText(String.*valueOf*(cb.getSelectedItem())); } });

frame.add(l);

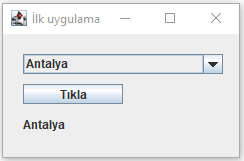
frame.add(b);

frame.add(cb);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(300, 260);



**JTABLE KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

String [][] veriler = {{"Samet","Fizik","90"},{"Ahmet","Matematik","96"},{"Mehmet","Türkçe","100"}};

String [] basliklar = {"İsim","Ders","Not"};

JTable t = **new** JTable(veriler,basliklar);

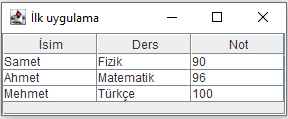
t.setBounds(0, 0, 250, 250);

JScrollPane cp = **new** JScrollPane(t); //sağdaki aşşağı yukarı kaydırma işlemi bu,kesinlikle olmalıdır.Ve bunu ekleyince aşağıda frame ye table ı değil scrollpaneyi ekliyoruz..

frame.add(cp);

frame.setVisible(**true**);

frame.setSize(300, 260);



**JOPTİONPANE KULLANIMI**

**(Frame açılmadan önce mesaj veren panel)**

JFrame frame= **new** JFrame("İlk uygulama");

JOptionPane.*showMessageDialog*(frame,"Merhaba Samet");

JOptionPane.*showMessageDialog*(frame,"Dikkat!","FormunÜstündekiYazı", JOptionPane.***WARNING\_MESSAGE***);

String isim = JOptionPane.*showInputDialog*("Adınız");

JLabel label = **new** JLabel("Hoşgeldiniz "+isim +" Bey");

label.setBounds(10, 10, 400, 10);

frame.setLayout(**null**);

frame.add(label);

frame.setVisible(**true**);

frame.setSize(300, 260);

**JSCROLLBAR KULLANIMI**

JFrame frame= **new** JFrame("İlk uygulama");

JLabel label= **new** JLabel("herhangi bişey");

label.setBounds(30, 20, 100, 20);

JScrollBar sb = **new** JScrollBar(JScrollBar.***VERTICAL***);//BURAYA HORİZONTAL YAZARSAK SCROLL BAR YUKARI AŞAĞI DEĞİL SAĞA SOLA OYNAR

sb.setBounds(30, 60, 15, 120);

sb.addAdjustmentListener(**new** AdjustmentListener() {

**public** **void** adjustmentValueChanged(AdjustmentEvent a) {

label.setText(" " +sb.getValue());

}

});

frame.setLayout(**null**);

frame.add(sb);

frame.add(label);

frame.setVisible(**true**);

frame.setSize(300, 260);

**JMENU VE JMENUITEM KULLANIMI**

JFrame frame= **new** JFrame("İlk Uygulama");

JMenuBar menubar = **new** JMenuBar();

JMenu menu = **new** JMenu("Ana Menü");

JMenu bebemenu = **new** JMenu("Bebe Menü");

JMenu babamenu = **new** JMenu("Baba Menü");

JMenu submenu = **new** JMenu("Dosya"); //submenü alt menü demek

JMenuItem m1 = **new** JMenuItem("Yeni");

JMenuItem m2 = **new** JMenuItem("Aç");

JMenuItem s1 = **new** JMenuItem("Kaydet");

JMenuItem s2 = **new** JMenuItem("Sil");

s2.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

JOptionPane.*showMessageDialog*(frame,"Silindi"); }

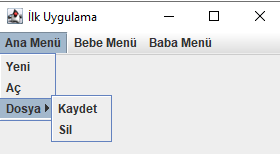
});

s1.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

JOptionPane.*showMessageDialog*(frame,"Kaydedildi"); }

});

 submenu.add(s1);

submenu.add(s2);

menu.add(m1);

menu.add(m2);

menu.add(submenu);

menubar.add(menu);

menubar.add(bebemenu);

menubar.add(babamenu);

frame.setJMenuBar(menubar);

frame.setVisible(**true**);

frame.setSize(300, 260);

**JPOPUPMENU KULLANIMI(Sağ tıklayınca açılan menü)**

**public** **static** **void** main(String[] args) {

JFrame frame= **new** JFrame("İlk Uygulama");

JPopupMenu pm = **new** JPopupMenu();

JMenuItem m1 = **new** JMenuItem("Kes");

JMenuItem m2 = **new** JMenuItem("Kopyala");

JMenuItem m3 = **new** JMenuItem("Yapıştır");

pm.add(m1);

pm.add(m2);

pm.add(m3);

frame.addMouseListener(**new** MouseAdapter() {

**public** **void** mouseClicked(MouseEvent e) {

pm.show(frame,e.getX(),e.getY()); }

});

m2.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent arg0) {

JOptionPane.*showMessageDialog*(frame, "Kopyalandı");

}

});

frame.setVisible(**true**);

frame.setSize(300, 260);

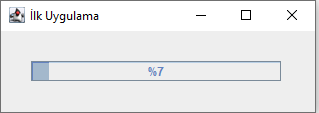
**JPROGRESSBAR KULLANIMI**

JFrame frame= **new** JFrame("İlk Uygulama");

JProgressBar pb = **new** JProgressBar(0,1000);

pb.setBounds(30, 30, 250, 20);

pb.setValue(0);

 pb.setStringPainted(**true**);

frame.setLayout(**null**);

frame.add(pb);

frame.setVisible(**true**);

frame.setSize(330, 120);

**int** i = 0;

**while** (i<1000) {

pb.setValue(i);

i=i+1;

**try** {

Thread.*sleep*(50);

} **catch** (InterruptedException e) {

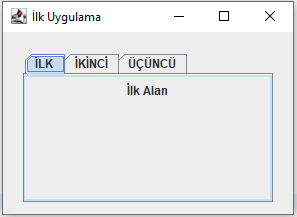
e.printStackTrace();

}

}

**JTABBEDPANE (TAB MENU) KULLANIMI**

JFrame frame= **new** JFrame("İlk Uygulama");



JLabel l1 = **new** JLabel("İlk Alan");

JPanel panel1 = **new** JPanel();

panel1.add(l1);

JLabel l2 = **new** JLabel("İkinci Alan");

JPanel panel2 = **new** JPanel();

panel2.add(l2);

JLabel l3 = **new** JLabel("Üçüncü Alan");

JPanel panel3 = **new** JPanel();

panel3.add(l3);

JTabbedPane tp = **new** JTabbedPane();

tp.setBounds(20, 20, 250, 150);

tp.add("İLK" , panel1);

tp.add("İKİNCİ" , panel2);

tp.add("ÜÇÜNCÜ" , panel3);

frame.add(tp);

frame.setLayout(**null**);

frame.setVisible(**true**);

frame.setSize(330, 320);

**LAYOUT**

* **FLOW LAYOUT**

JFrame frame= **new** JFrame("İlk Uygulama");

JButton b1 = **new** JButton("buton1");

JButton b2 = **new** JButton("buton2");

JButton b3 = **new** JButton("buton3");

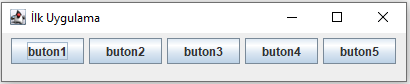
JButton b4 = **new** JButton("buton4");

JButton b5 = **new** JButton("buton5");

JPanel panel = **new** JPanel();

panel.setLayout(**new** FlowLayout());

panel.add(b1);

 panel.add(b2);

panel.add(b3);

panel.add(b4);

panel.add(b5);

frame.add(panel);

frame.setSize(500,150);

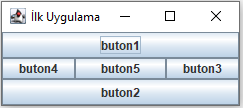
frame.setVisible(**true**);

* **BORDER LAYOUT**

JFrame frame= **new** JFrame("İlk Uygulama");

JButton b1 = **new** JButton("buton1");

JButton b2 = **new** JButton("buton2");

 JButton b3 = **new** JButton("buton3");

JButton b4 = **new** JButton("buton4");

JButton b5 = **new** JButton("buton5");

JPanel panel = **new** JPanel();

panel.setLayout(**new** BorderLayout());

panel.add(b1,BorderLayout.***NORTH***);

panel.add(b2,BorderLayout.***SOUTH***);

panel.add(b3,BorderLayout.***EAST***);

panel.add(b4,BorderLayout.***WEST***);

panel.add(b5,BorderLayout.***CENTER***);

frame.add(panel);

frame.setSize(400,400);

frame.setVisible(**true**);

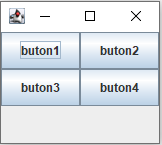
* **GRİD LAYOUT**

JFrame frame= **new** JFrame("İlk Uygulama");

JButton b1 = **new** JButton("buton1");

JButton b2 = **new** JButton("buton2");

JButton b3 = **new** JButton("buton3");

 JButton b4 = **new** JButton("buton4");

JPanel panel = **new** JPanel();

panel.setLayout(**new** GridLayout(3,2));

panel.add(b1);

panel.add(b2);

panel.add(b3);

panel.add(b4);

frame.add(panel);

frame.setSize(400,400);

frame.setVisible(**true**);