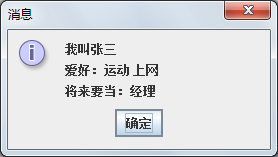
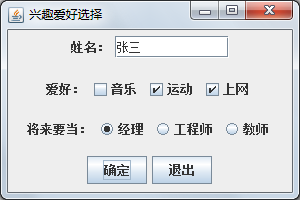
**实验九：兴趣爱好选择**（图形用户界面）

1．编写兴趣爱好选择程序。在文本框中输入姓名，选择音乐、运动和上网等爱好（允许多选），再在经理、工程师和教师中“三选一”，即选择唯一的志向，然后单击“确定”按钮，则弹出相应的消息框。单击“退出”按钮或窗体右上角关闭按钮，退出程序。运行界面如图9-1所示。



（a）程序主界面 （b）消息框

图9-1程序运行界面

***提示：部分代码参考如下。***

//SelectFrame.java文件：

**import** javax.swing.\*;

**import** java.awt.\*;

**import** java.awt.event.\*;

**public** **class** SelectFrame **extends** JFrame **implements** ActionListener { //实现动作监听器窗体

**private** **static** **final** **long** *serialVersionUID* = 1L;

**private** JLabel labName = **new** JLabel("姓名：");

**private** JTextField tf = **new** JTextField(10); //文本框

**private** JLabel labLove = **new** JLabel("爱好：");

**private** JCheckBox cbMusic = **new** JCheckBox("音乐");

**private** JCheckBox cbSport = **new** JCheckBox("运动");

**private** JCheckBox cbWeb = **new** JCheckBox("上网");

**private** JLabel labDo = **new** JLabel("将来要当：");

**private** JRadioButton rbManager = **new** JRadioButton("经理");

**private** JRadioButton rbEngineer = **new** JRadioButton("工程师");

**private** JRadioButton rbTeacher = **new** JRadioButton("教师");

**private** JButton butOk = **new** JButton("确定");

**private** JButton butExit = **new** JButton("退出");

**private** ButtonGroup bg = **new** ButtonGroup(); //按钮组

**private** JPanel panBottom = **new** JPanel(); //底部面板

**private** JPanel pan1 = **new** JPanel(); //面板1

**private** JPanel pan2 = **new** JPanel();

**private** JPanel pan3 = **new** JPanel();

**private** JPanel pan4 = **new** JPanel();

**public** SelectFrame(){

**this**.setTitle("兴趣爱好选择");

**this**.setBounds(100, 200, 300, 200);

**this**.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

initialize(); //调用初始化方法

**this**.setVisible(**true**);

}

**public** **void** initialize(){ //初始化方法

…

panBottom.setLayout(**new** GridLayout(4,1));

//面板设置4行1列的网格布局

…

butOk.addActionListener(**this**);

butExit.addActionListener(**this**);

}

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

**if**(e.getSource()==butOk){

StringBuffer sb = **new** StringBuffer();

sb.append("我叫" + tf.getText());

sb.append("\n爱好：");

**if**(cbMusic.isSelected()){

sb.append(cbMusic.getText() + " ");

}

**…**

sb.append("\n将来要当：");

**if**(rbManager.isSelected()){

sb.append(rbManager.getText() + " ");

}

**…**

JOptionPane.*showMessageDialog*(**this**, sb);

}

**if**(e.getSource()==butExit){

System.*exit*(0);

}

}

}

**public** **class** … { //主类

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

**new** SelectFrame();

}

}

2．使用对话框代替消息框实现第1题功能。。

***提示：部分代码参考。***

…

JDialog dialog = **new** JDialog(**this**, "JDialog对话框"); dialog.setModalityType(JDialog.ModalityType.*APPLICATION\_MODAL*);

dialog.setLocation(**this**.getX() + 50, **this**.getY( )+ 40);

dialog.setSize(200, 150);

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

ta.append(sb.toString());

dialog.add(ta);

dialog.setVisible(**true**);

…