Java Day 3

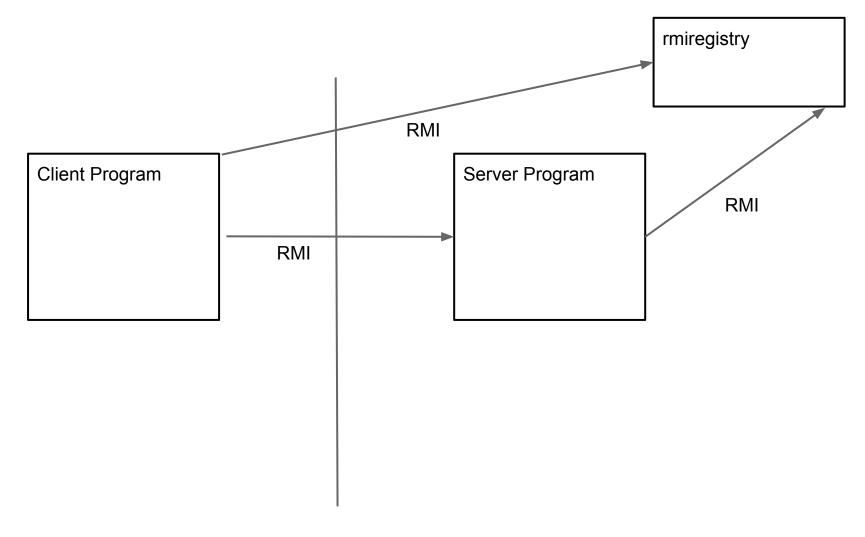
1. Create a Task Tracker

- 1) Create the following GUI using Android Framework
- 1) Task Name
- 2) Due Date
- 3) Project Name
- 4) Notes
- 5) Add Task Button
- 6) View Tasks Button

2. Java Remote Method Invocation (RMI)

- Distribute Java object instances across the network on different machines
- Can invoke them from our local machine in a way that's semantically equivalent to invoking a Java object instance that's right within our local address space
- In this example, we'll go over the basics of using Java RMI to remote part of a Java program across the network

3. RMI: Architecture



Machine Boundary

6. GUI application in Eclipse

```
- Install WindowBuilder plugin in Eclipse (http://download.eclipse.org/releases/juno) -> General Purpose Tools -> Swing Design, SWT Designer,
WindowBuilder
Create a simple program with the following code:
public class App
        public static void main(String[] args)
                SwingUtilities.invokeLater(new Runnable()
                        @Override
                        public void run()
                               JFrame frame = new JFrame("Hello World Swing!");
                               frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
                               frame.setSize(500, 400);
                               frame.setVisible(true);
               });
```

7. Create a sub-class of JFframe

```
public class MyFrame extends JFrame
       public MyFrame(String title)
               super(title);
               // Set layout manager
               setLayout(new BorderLayout());
               // Create Swing component
               final JTextArea textArea = new JTextArea();
               JButton button = new JButton("Click me");
               // Add Swing components to content pane
               Container c = getContentPane();
               c.add(textArea, BorderLayout.CENTER);
               c.add(button, BorderLayout.SOUTH);
               // Click handler
               button.addActionListener(new ActionListener(){
                       @Override
                       public void actionPerformed(ActionEvent arg0)
                              textArea.append("Hello\n");
```

8. GUI : Panels, Forms, GridBagLayout

 Create a sub-class of JPanel called DetailsPanel and add it to your MyFrame

detailsPanel = new DetailsPanel();
 c.add(detailsPanel, BorderLayout.
WEST);

9. GUI: DetailsPanel

```
public class DetailsPanel extends JPanel
       public DetailsPanel()
               Dimension size = getPreferredSize();
               size.width = 250;
               setPreferredSize(size);
               setBorder(BorderFactory.createTitledBorder("Personal Details"));
               JLabel nameLabel = new JLabel("Name : ");
               JLabel occupationLabel = new JLabel("Occupation");
               JTextField nameField = new JTextField(10);
               JTextField occupationField = new JTextField(10);
               JButton addBtn = new JButton("Add");
               setLayout(new GridBagLayout());
               GridBagConstraints gc = new GridBagConstraints();
```

10. GUI: Add to GridBagLayout

```
public class DetailsPanel extends JPanel
          public DetailsPanel()
                   Dimension size = getPreferredSize();
                   size.width = 250;
                   setPreferredSize(size);
                   setBorder(BorderFactory.createTitledBorder("Personal Details"));
                    JLabel nameLabel = new JLabel("Name : ");
                   JLabel occupationLabel = new JLabel("Occupation");
                   JTextField nameField = new JTextField(10);
                   JTextField occupationField = new JTextField(10);
                    JButton addBtn = new JButton("Add");
                    setLayout(new GridBagLayout());
                   GridBagConstraints gc = new GridBagConstraints();
                   gc.weightx = 0.5;
                   gc.weighty = 0.5;
                   gc.gridx = 0;
                   gc.gridy = 0;
                   add(nameLabel, gc);
                   gc.gridx = 0;
                   gc.gridy = 1;
                   add(occupationLabel, gc);
```