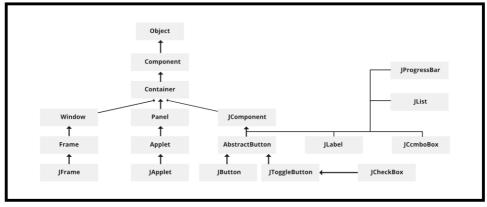
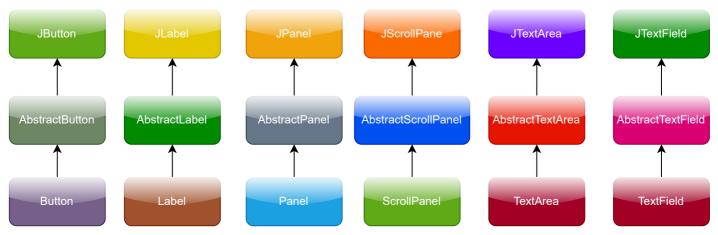
Component System

The purpose of overriding the default Swing component system is to create easily customizable components with more complex look and feel than the default ones.



Swing's component polymorphism

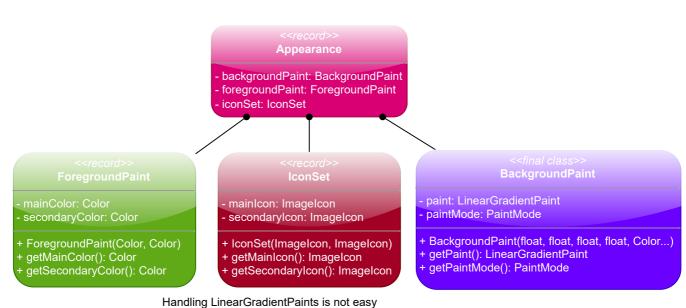


Custom Components Polymorphism (Elements)

Appearance Sketch

The components will receive their custom look and feel from "Appearances". These are classes holding informations about the look and behaviour of components.

Appearances will be easily created using custom classes that do most of the work like handling gradient paints etc.



and is easy to use inappropriately. For this reason, the two 'Paint classes will handle the appropriate creation of LinearGradientPaints like dividing the area into equal amount of fractions based on the number of colors used.

Painting a component

In depth analysis of UI events and their consequences and their translation to Java classes and objects. The following diagram describes the happenings inside a UI during user interaction. Graphical User Interfaces must provide visual feedback about certain actions to let the user know the software has registered the action. For this reason, the "Appearance" of a component is very important, because dealing with responsive graphics can be difficult. This diagram discusses the way custom elements are painted.

