# Notes about the User Interface

## WindowBuilder

WindowBuilder seems to be the recommended Eclipse plugin for building Swing based User Interfaces.

The Game class was initially generated with WindowBuilder.

To view a visual representation of the Game class:

1. Right click on Game.java and select **Open With -> Other**
2. In the **Editor Selection** dialog, select **Window Builder Editor** and click **Ok**
3. Notice the **Design** tab that appears at the bottom of the Game.java editor. Click on it to view the wireframe.

WindowBuilder is buggy.

1. Does not work at all on Ubuntu
2. On Mac, if you modify the generated code ever so slightly, then WindowBuilder is not able to draw the wireframe of the UI.
   1. I have kept the initial version of the code generated by WindowBuilder in a separate package: eu.escpeurope.edu.glassez.ui**.keep**

This version of the file can be opened by the WindowBuilder Designer.

## Swing

Swing seems outdated and is probably used only for legacy application in the industry.

JavaFX has been out for a few years now.

Oracle have provided a GUI builder that can be integrated in the major IDE such as Eclipse, Intellij and Netbeans.

## Layout used

I am not I could justify the various layout manager I’ve used.

I was a try and error approach.

The panelCenter contains a GroupLayout

The panelCenter contains 2 more panels:

1. BoardPanel
   1. Contains a FlowLayout. Need to find out more what it does.
2. ControlPanel
   1. Contains a GridbagLayout.
      1. Useful for organizing elements in arrays where the width of each column can vary.
      2. Also I noticed that cells can span multiple cells.

I haven’t used this feature but thought it was interesting.

When Glassez is running you can resize the window and the ControlPanel will stay at the bottom of the page. It will not grow in height, which is nice.