SWING

WHAT IS SWING?

- Swing provides graphical user interface (GUI) components to develop Java applications with a rich set of graphics. Swing component follows a Model-View-Controller architecture

MVC ARCHITECTURE

- Model
- View
- Controller

SWING FEATURES

- Light weight
- Rich controls
- Highly customizable
- Pluggable look-and-feel

POPULAR JAVA EDITORS

- Notepad

- Netbeans

- Eclipse

- …

SWING CONTROLS

- UI elements
- Layouts
- Behavior

SWING UI ELEMENTS

1. Jlabel
2. Jbutton
3. JColorChooser
4. JCheckBox
5. JRadioButton
6. Jlist
7. JComboBox
8. JTextField
9. JPasswordField

SWING UI ELEMENTS

10. JTextArea
11. ImageIcon
12. JScrollbar
13. JOptionPane
14. JFileChooser
15. JProgressBar
16. JSlider
17. JSpinner

SWING CONTAINERS

1. Panel
2. Frame
3. Window

SWING LAYOUTS (1)

- Layout
- LayoutManager

SWING LAYOUTS (2)

- BorderLayout
- CardLayout
- FlowLayout
- GridLayout
- GridBagLayout
- GroupLayout
- SpringLayout

EVENT HANDLING

Event

Types of Event:
- Foreground Event
- Background Event

Event handling

SWING EVENT CLASSES

1. ActionEvent
2. InputEvent
3. KeyEvent
4. MouseEvent
5. WindowEvent
6. AdjustmentEvent
7. ComponentEvent
8. ContainerEvent
9. MouseMotionEvent
10. PaintEvent

SWING EVENT LISTENERS

1. ActionListener
2. ComponentListener
3. ItemListener
4. KeyListener
5. MouseListener
6. WindowListener
7. AdjustmentListener
8. ContainerListener
9. MouseMotionListener
10. FocusListener

SWING MENU CLASSES

1. JMenuBar
2. JMenuItem
3. JMenu
4. JCheckBoxMenuItem
5. JRadioButtonMenuItem
6. JPopupMenu