

# Swing and JOptionPane

Using Graphical User Interface (GUI) Components

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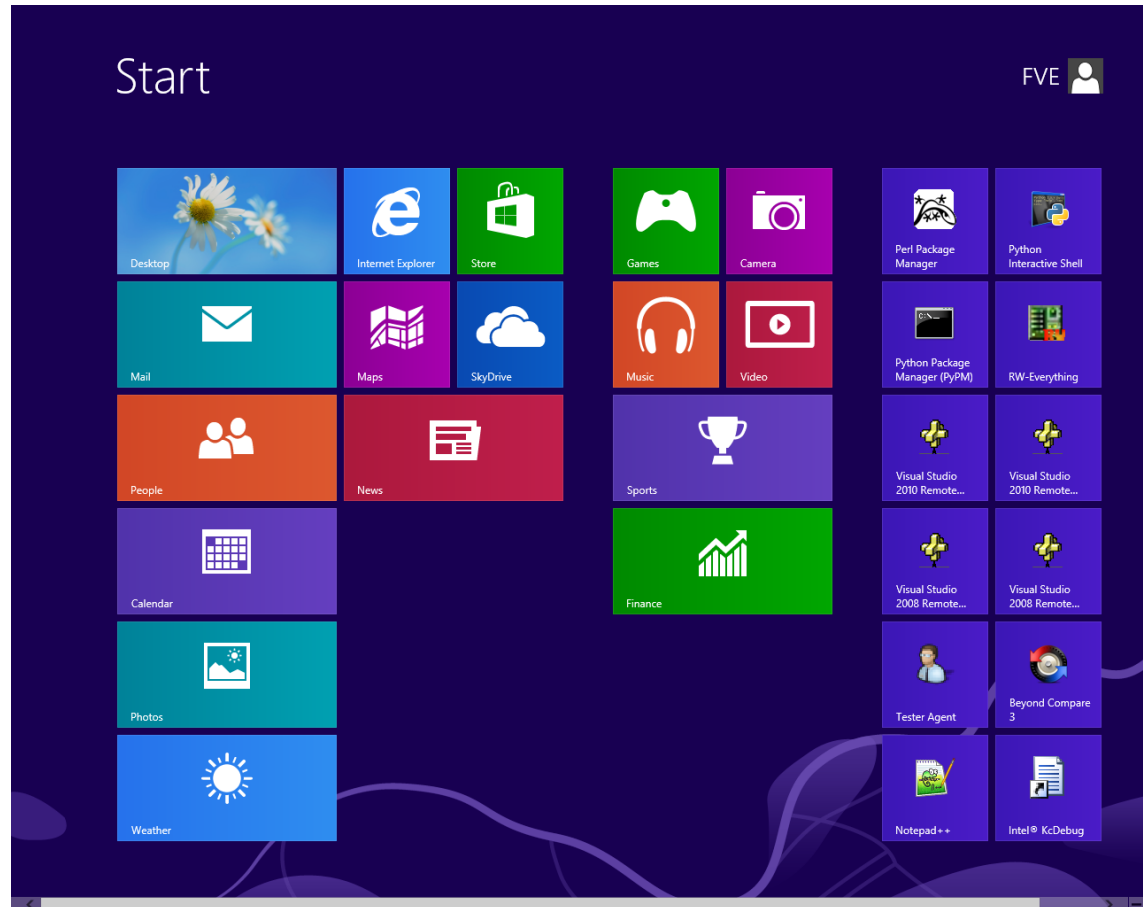
Produced      Dr. Siobhán Drohan  
by:            Mr. Colm Dunphy  
                Mr. Diarmuid O'Connor



Waterford Institute of Technology  
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Department of Computing and Mathematics  
<http://www.wit.ie/>

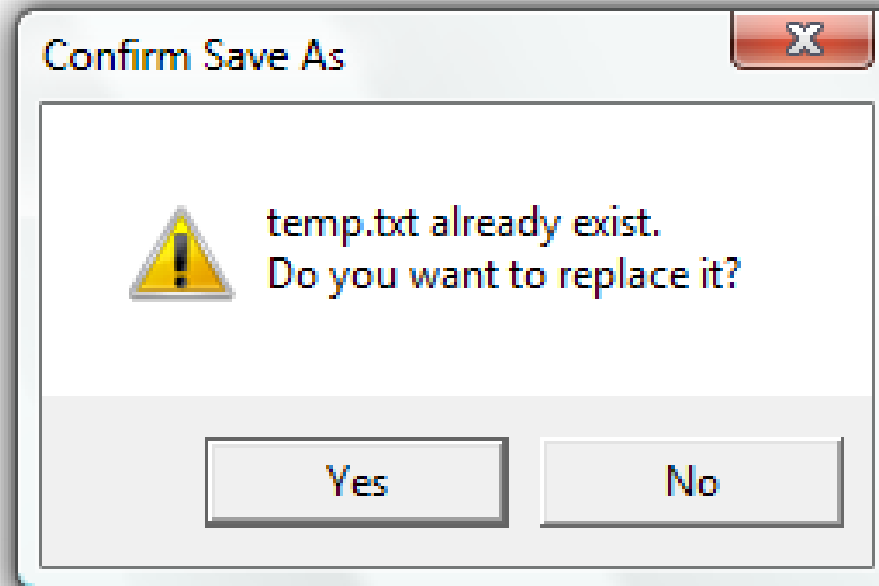
# Graphical User Interface (GUI)



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# Topics list

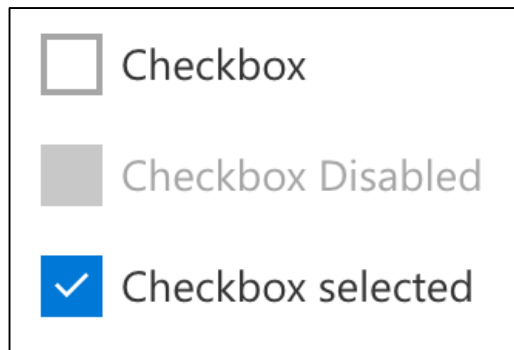
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- Swing
- JOptionPane
- JOptionPane methods

# What is Swing?

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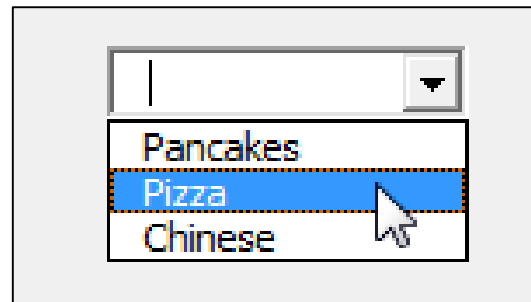
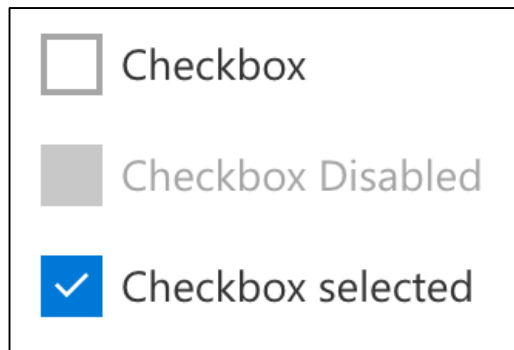
- **Swing** is a set of program components for **Java** programmers that allow you to create graphical user interface ( GUI ) components



# What is Swing?

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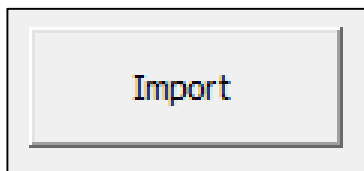
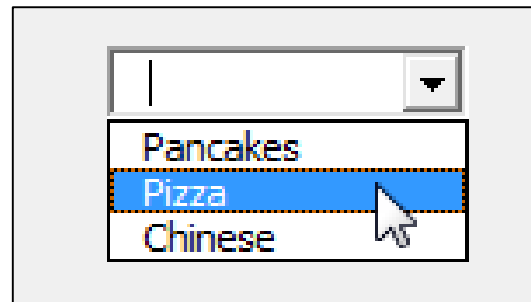
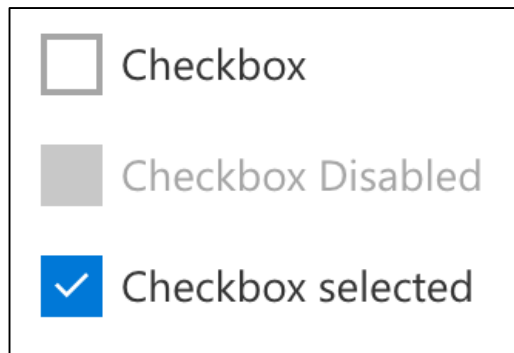
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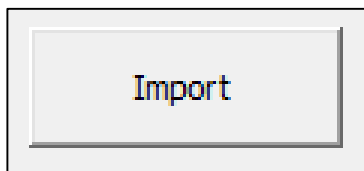
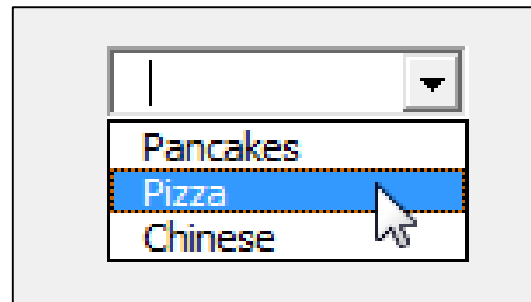
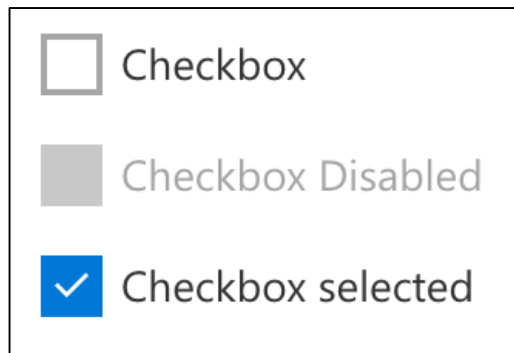




# What is Swing?

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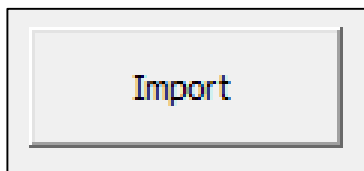
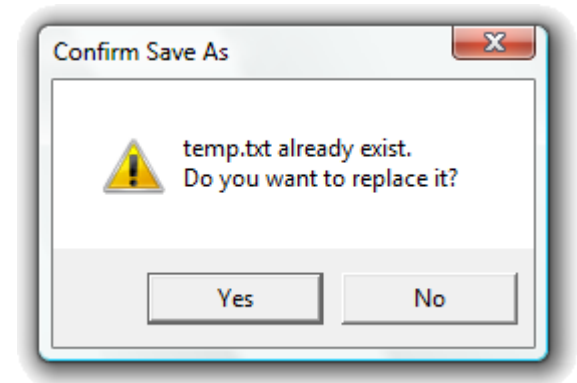
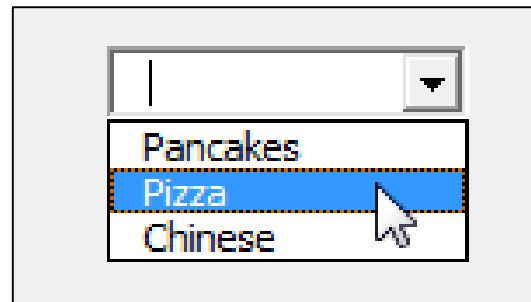
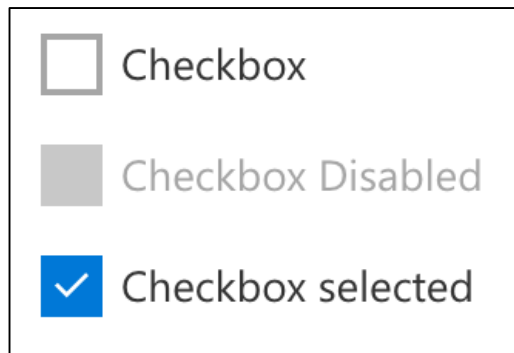
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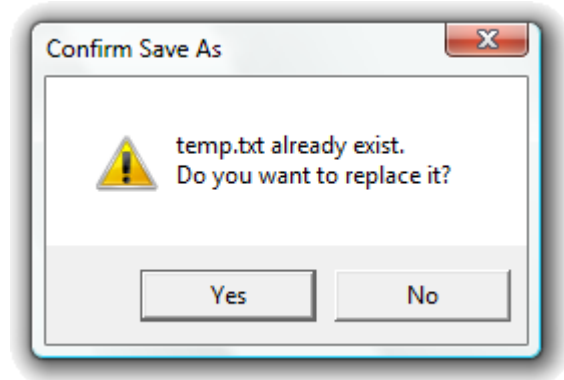


# What is Swing?

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- **Swing** is a set of program components for **Java** programmers that allow you to create graphical user interface ( GUI ) components

In this module, we are only interested in working with dialog /message boxes.



# Using Swing

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- We make **Swing** components available to us by importing the Swing components at the start of the program.


```
import javax.swing.*;
```

# Using Swing

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```
import javax.swing.*;
```




However, this imports **all** the Swing components (and there are a lot!)

# Using Swing

---

- We make **Swing** components available to us by importing the Swing components at the start of the program.

```
import javax.swing.JOptionPane;
```



As we only plan on using JOptionPane, we can just import that Swing component.

# Using JOptionPane with Swing

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- Having imported **JOptionPane** from **Swing**, we can use these methods:

`showMessageDialog`

`showInputDialog`

`showConfirmDialog`

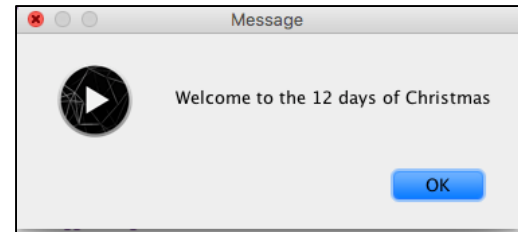
# Using JOptionPane with Swing

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- Having imported **JOptionPane** from **Swing**, we can use these methods:

showMessageDialog

- Simple message output



showInputDialog

showConfirmDialog



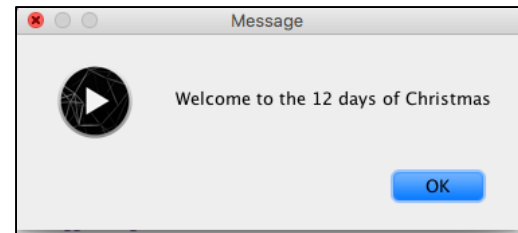
# Using JOptionPane with Swing

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- Having imported **JOptionPane** from **Swing**, we can use these methods:

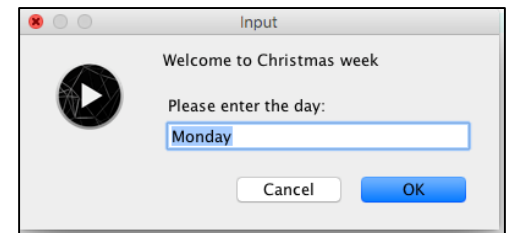
showMessageDialog

- Simple message output



showInputDialog

- Allows user to type in (string) input



showConfirmDialog

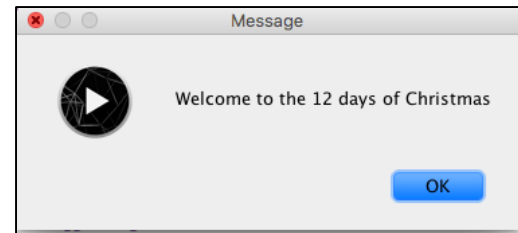
# Using JOptionPane with Swing

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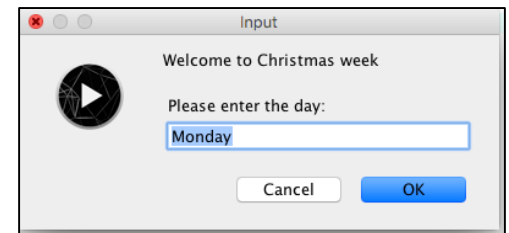
showMessageDialog

- Simple message output



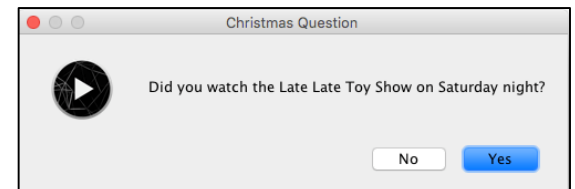
showInputDialog

- Allows user to type in (string) input



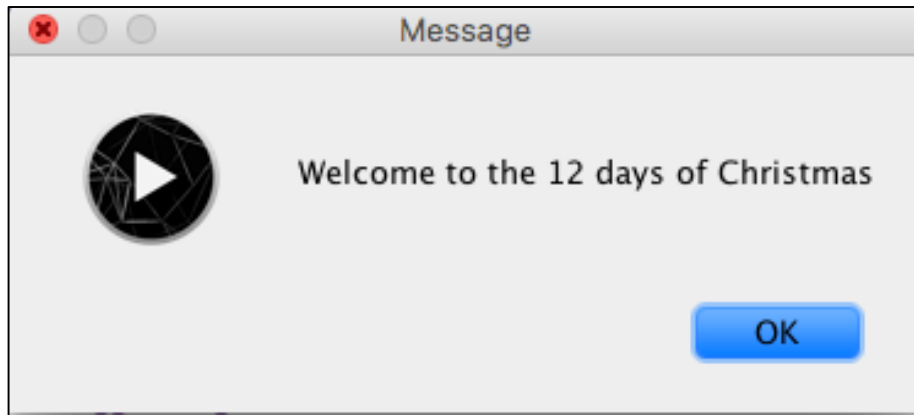
showConfirmDialog

- Allow the user to choose an option



# showMessageDialog - Simple Message output

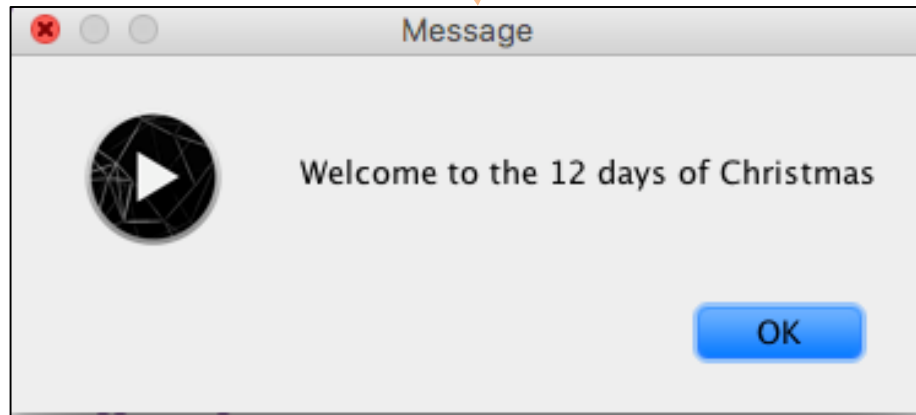
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# showMessageDialog - Simple Message output

---

```
JOptionPane.showMessageDialog(null,  
    "Welcome to the 12 days of Christmas");
```

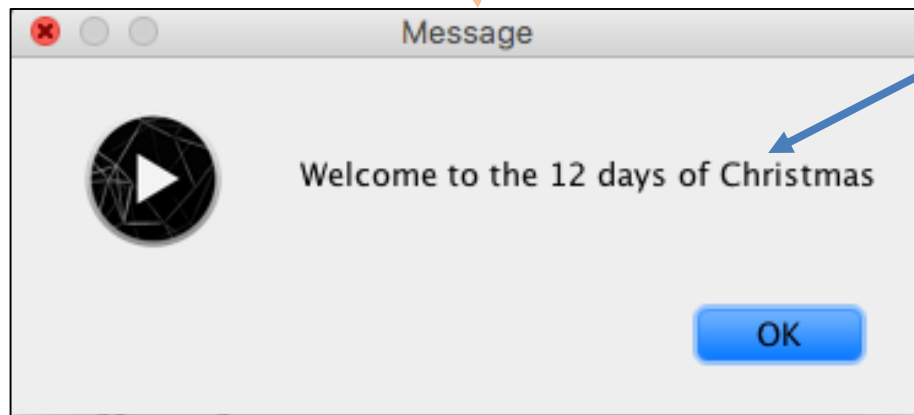


# showMessageDialog - Simple Message output

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```
JOptionPane.showMessageDialog(null,  
    "Welcome to the 12 days of Christmas");
```

Text in Dialog box



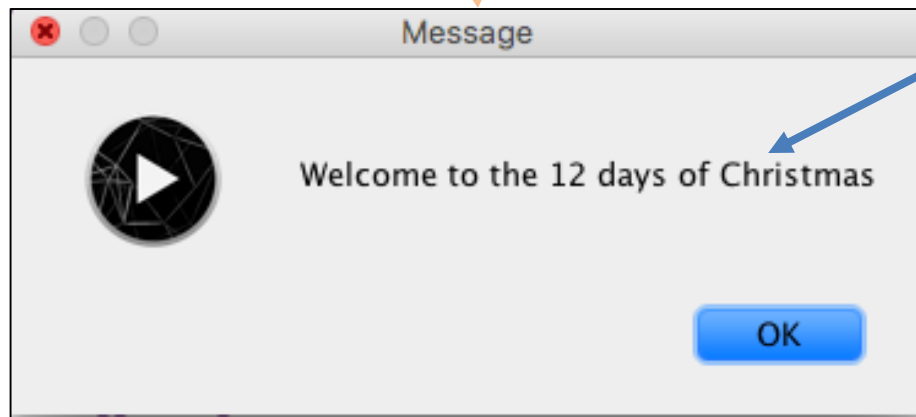
# showMessageDialog - Simple Message output

---

Parent Component – for our purposes, **null** will work as first parameter.

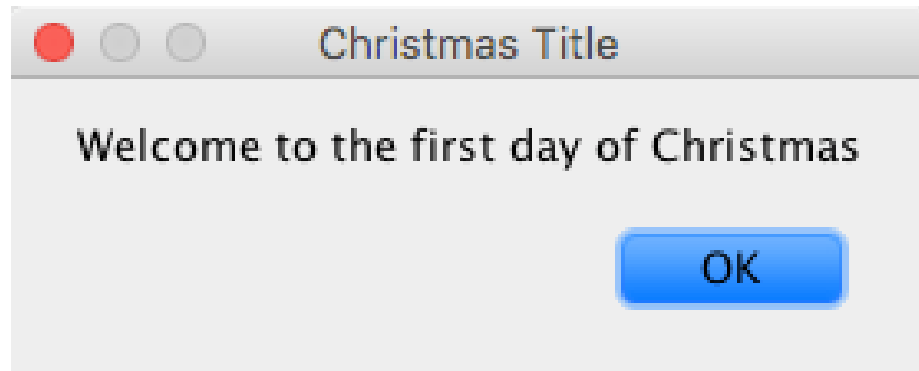
```
JOptionPane.showMessageDialog(null,  
    "Welcome to the 12 days of Christmas");
```

Text in Dialog box



# showMessageDialog - Message output with label

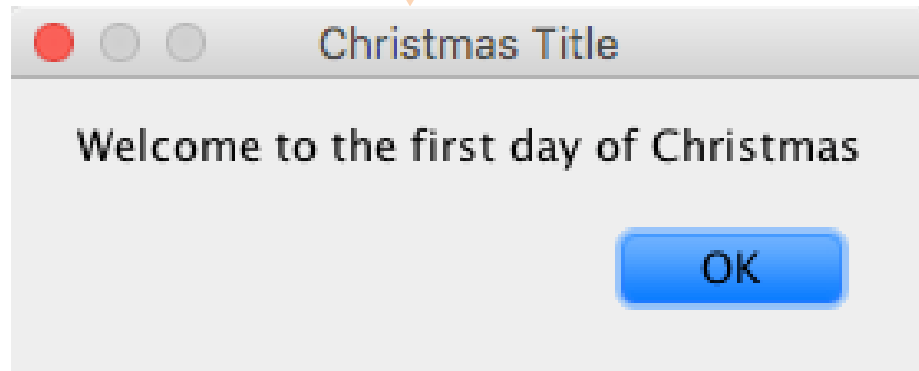
---



## showMessageDialog - Message output with label

---

```
JOptionPane.showMessageDialog(null,  
    "Welcome to the first day of Christmas",  
    "Christmas Title",  
    JOptionPane.PLAIN_MESSAGE);
```

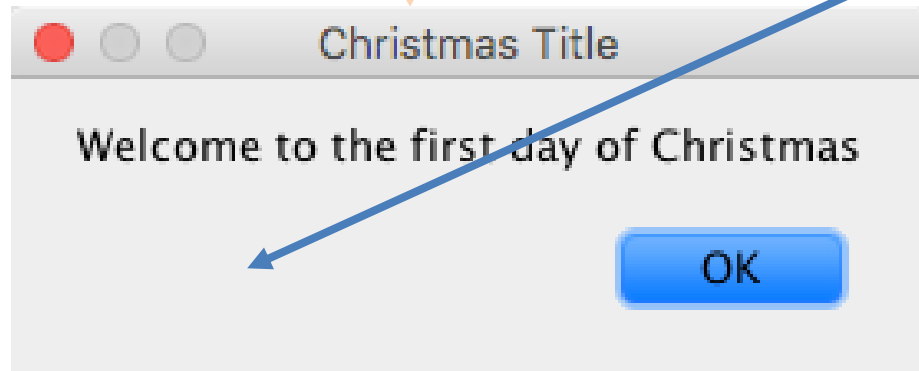




## showMessageDialog - Message output with label

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```
JOptionPane.showMessageDialog(null,  
    "Welcome to the first day of Christmas",  
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```



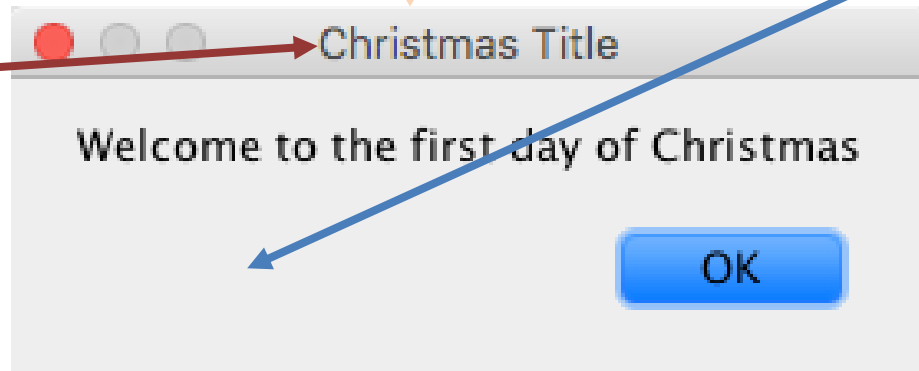
This means  
'no icon'

## showMessageDialog - Message output with label

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```
JOptionPane.showMessageDialog(null,  
    "Welcome to the first day of Christmas",  
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```

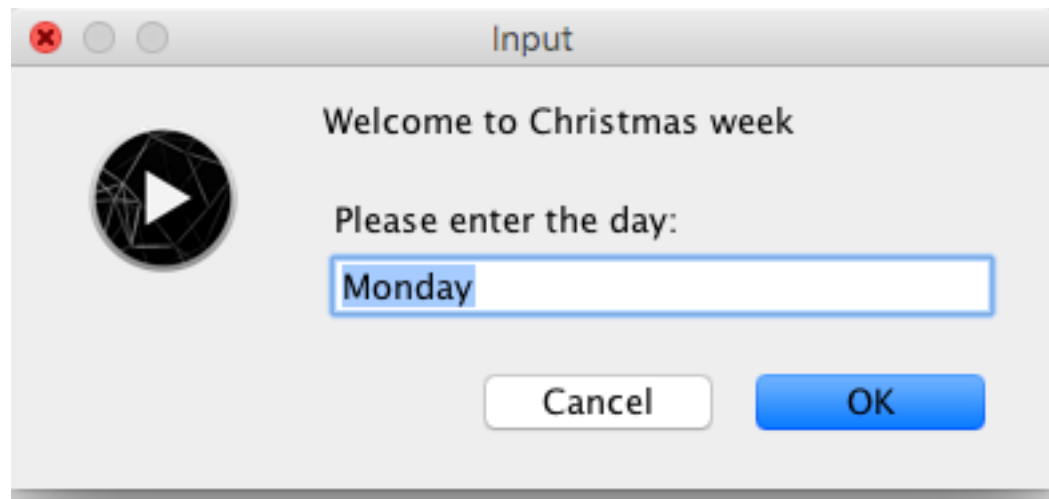
Text for title of  
box



This means  
'no icon'

# showInputDialog - Message output with label

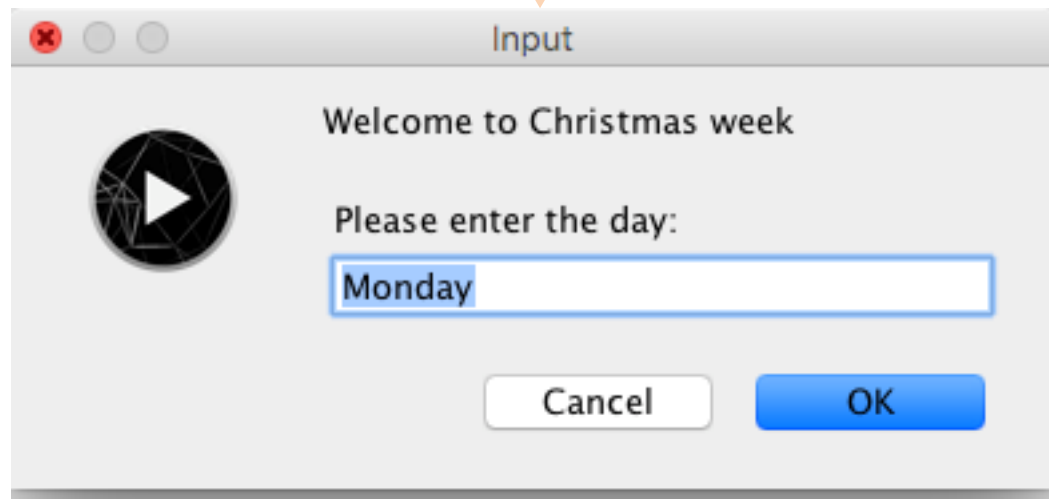
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## showInputDialog - Message output with label

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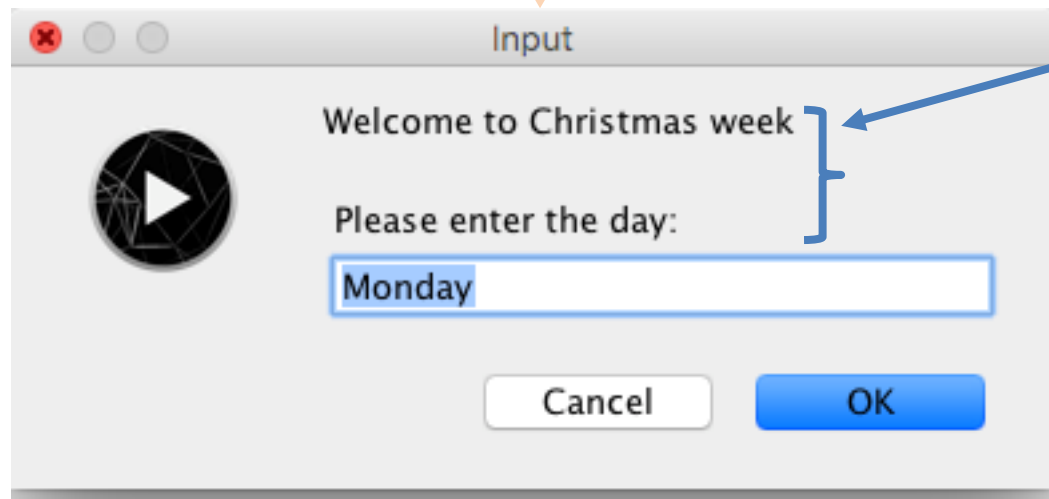
```
String day = JOptionPane.showInputDialog(  
    "Welcome to Christmas week\n\n " +  
    "Please enter the day: ",  
    "Monday");
```



## showInputDialog - Message output with label

---

```
String day = JOptionPane.showInputDialog(  
    "Welcome to Christmas week\n\n " +  
    "Please enter the day: ",  
    "Monday");
```

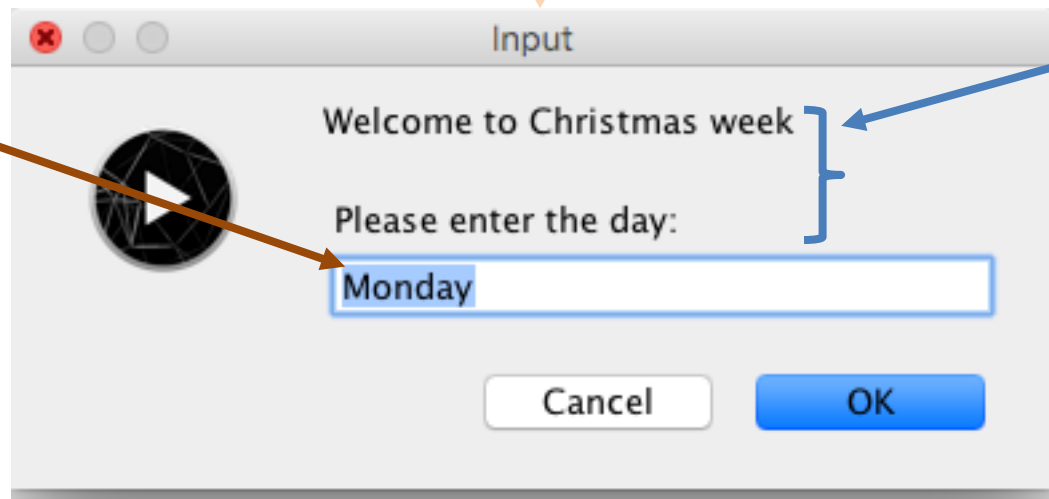


Prompt  
text

## showInputDialog - Message output with label

```
String day = JOptionPane.showInputDialog(  
    "Welcome to Christmas week\n\n " +  
    "Please enter the day: ",  
    "Monday");
```

Default  
value



Prompt  
text

# Reading in numbers via JOptionPane

---

- Problem:
  - showInputDialog returns a String
  - So if you type 22, it is the string “22”, so cannot use it as a number

# Reading in numbers via JOptionPane

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- Problem:
  - showInputDialog returns a String
  - So if you type 22, it is the string “22”, so cannot use it as a number
- Solution
  - Use a predefined method to convert it (or any such string) to a number.




# Reading in numbers via JOptionPane

---

- Problem:
  - showInputDialog returns a String
  - So if you type 22, it is the string “22”, so cannot use it as a number
- Solution
  - Use a predefined method to convert it (or any such string) to a number.

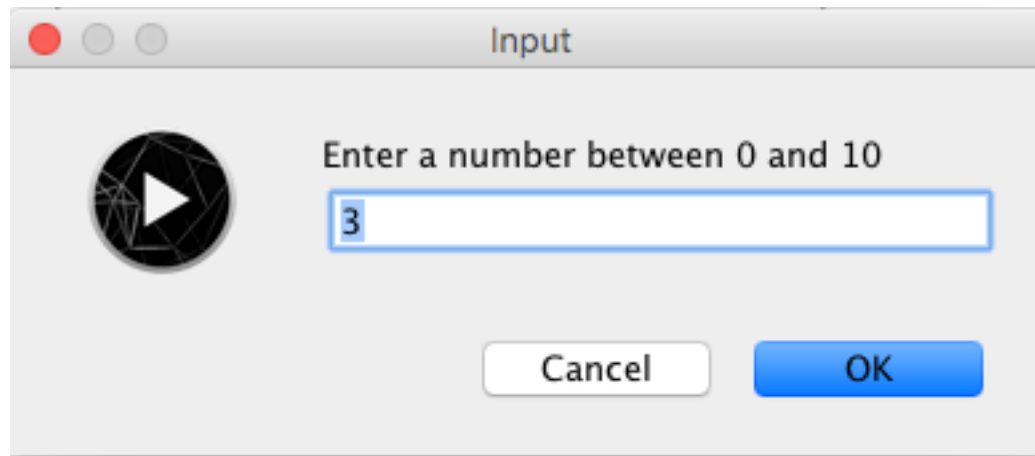
Will print  
the number  
25.



```
int number = Integer.parseInt("22");  
println (number + 3);
```

# Using parseInt with input

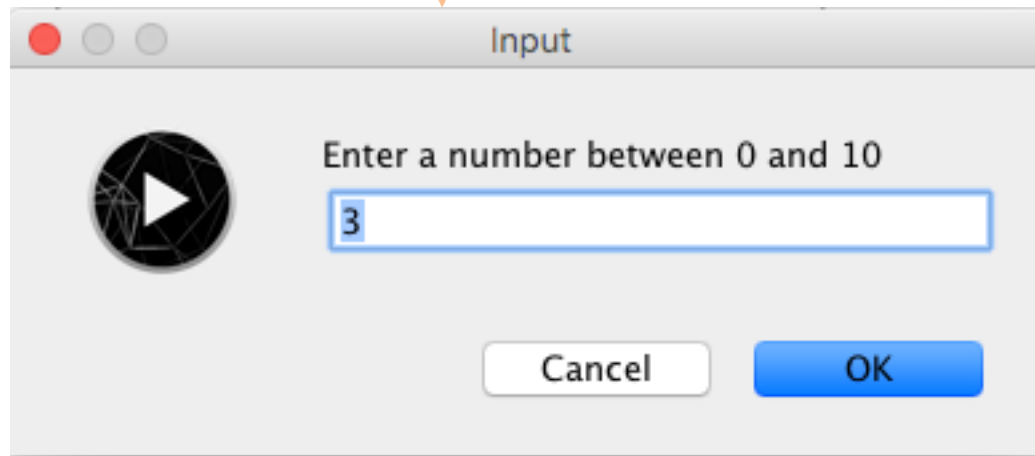
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# Using parseInt with input

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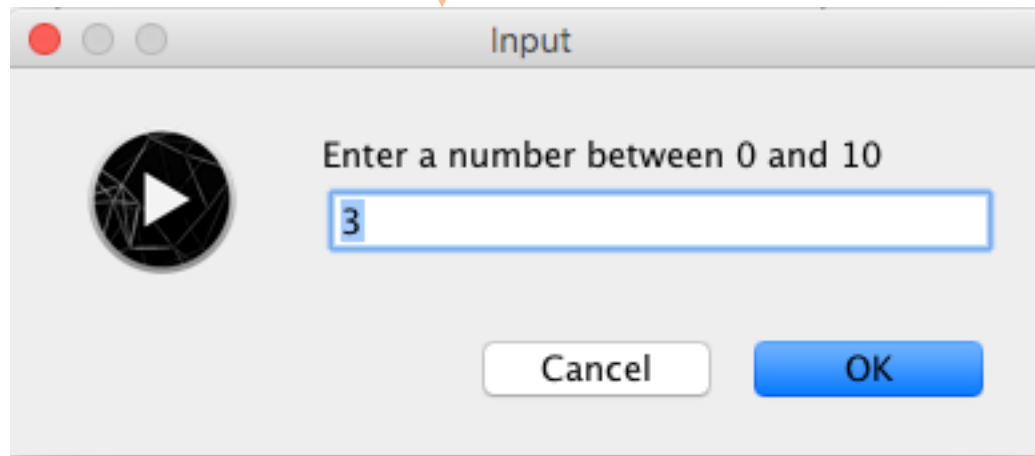
```
int num = Integer.parseInt (JOptionPane.showInputDialog(  
    "Enter a number between 0 and 10", "3" ) );
```



# Using parseInt with input

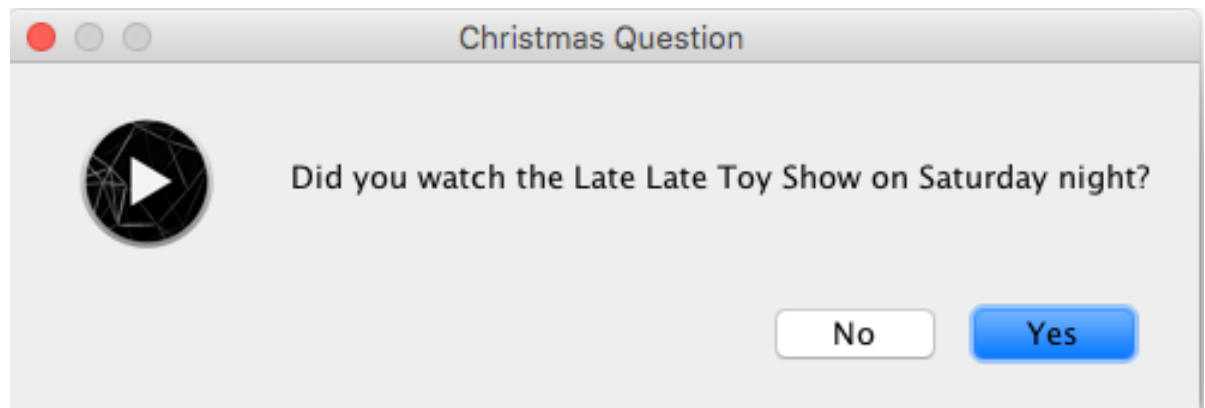
```
int num = Integer.parseInt (JOptionPane.showInputDialog(  
    "Enter a number between 0 and 10", "3" ) );
```

This  
converts  
the input  
String to an  
Integer and  
stores it in  
**num.**



# showConfirmDialog - Using the Yes/No option

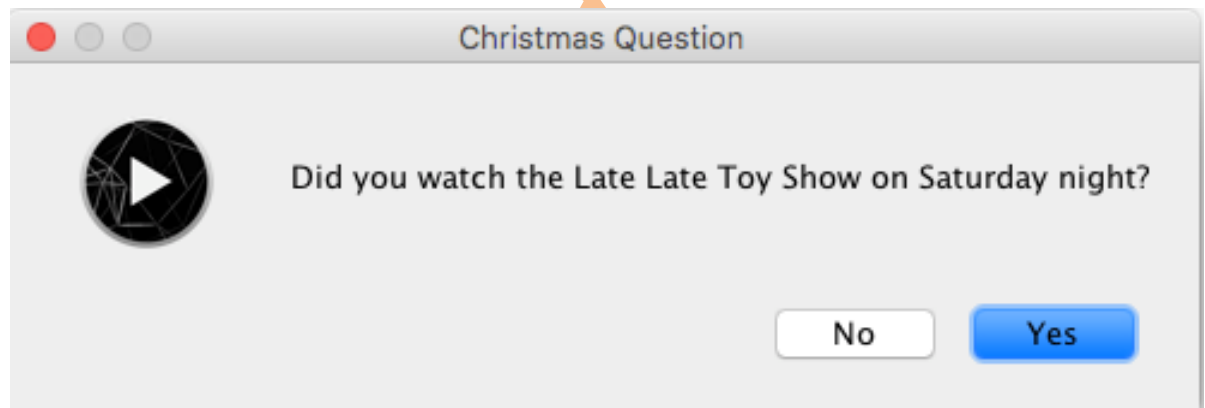
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# showConfirmDialog - Using the Yes/No option

---

```
int reply = JOptionPane.showConfirmDialog(null,  
    "Did you watch the Late Late Toy Show on Saturday night?",  
    "Christmas Question",  
    JOptionPane.YES_NO_OPTION);
```

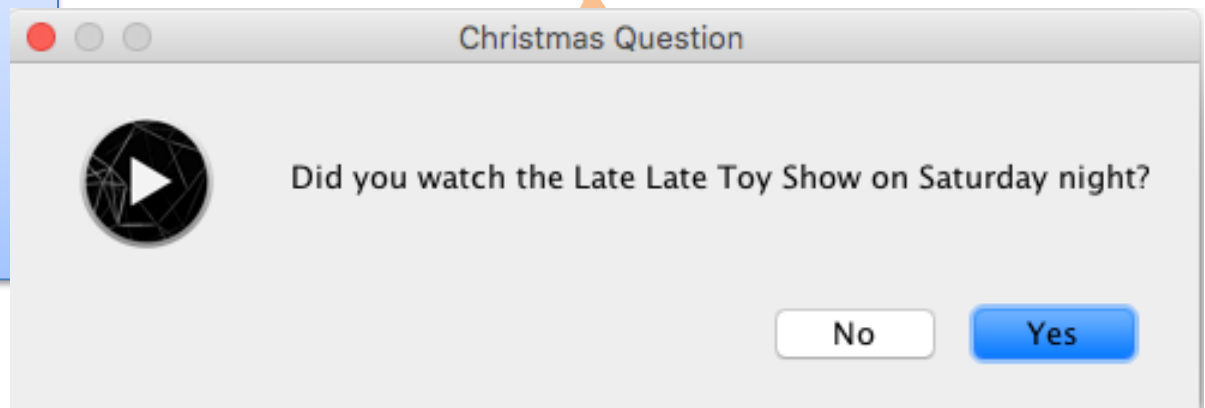


# showConfirmDialog - Using the Yes/No option

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```
int reply = JOptionPane.showConfirmDialog(null,  
    "Did you watch the Late Late Toy Show on Saturday night?",  
    "Christmas Question",  
    JOptionPane.YES_NO_OPTION);
```

If you press 'Yes',  
JOptionPane.YES\_OPTION  
will be returned,  
JOptionPane.NO\_OPTION  
otherwise (reply will be  
assigned this value)



# Questions?

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