

# 簡易圖片檢視器

## 1. JLabel1

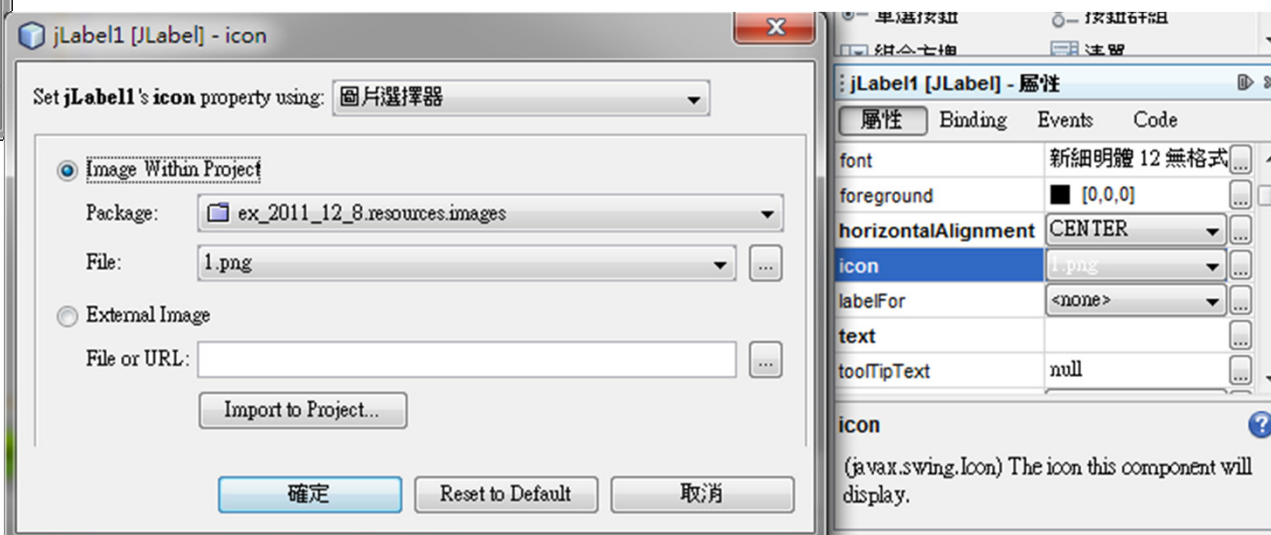
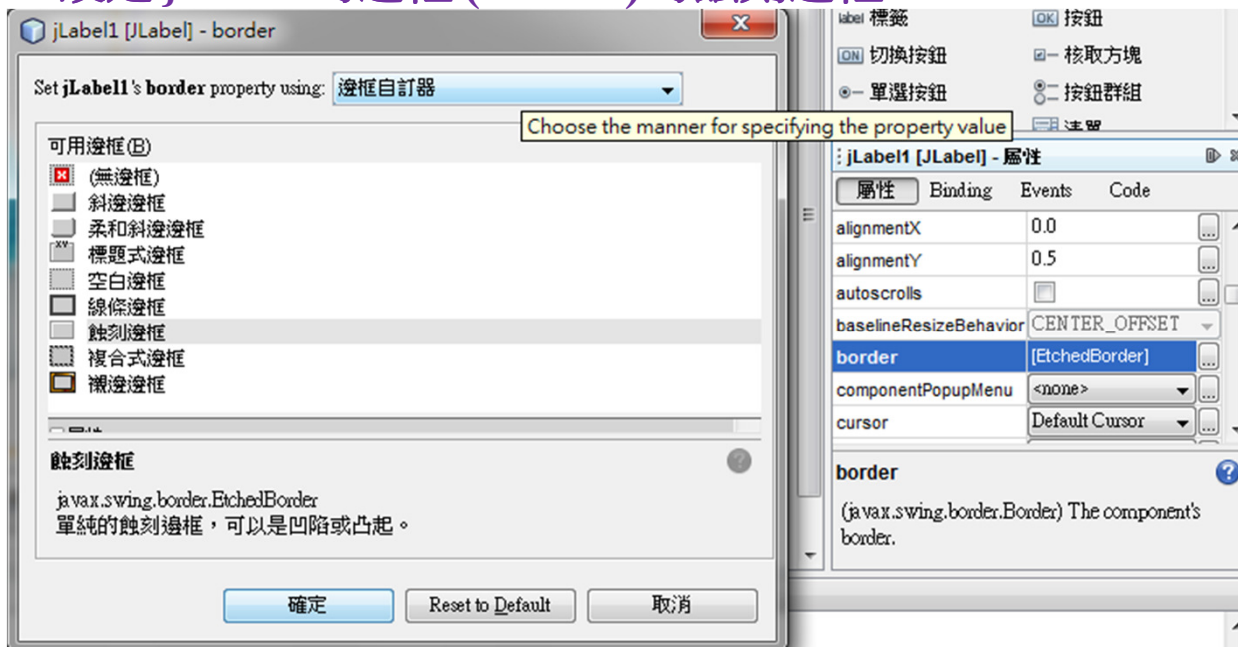


jButton1

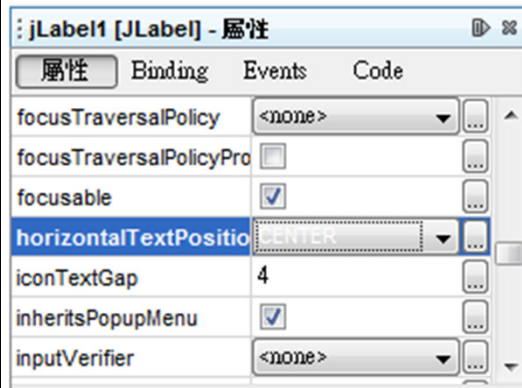
jButton2

## 3. 設定JLabel1的預設影像(Icon)

## 2. 設定 JLabel1的邊框 (Border) 為蝕刻邊框

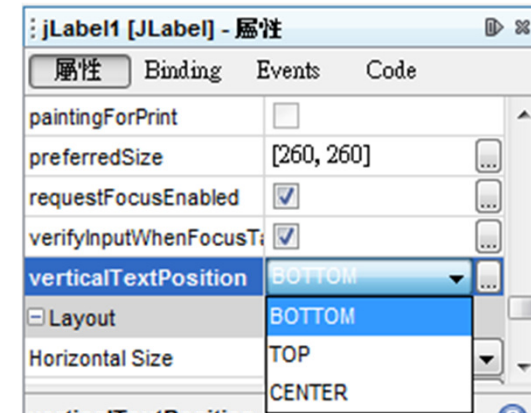


# 簡易圖片檢視器 (Cont.)

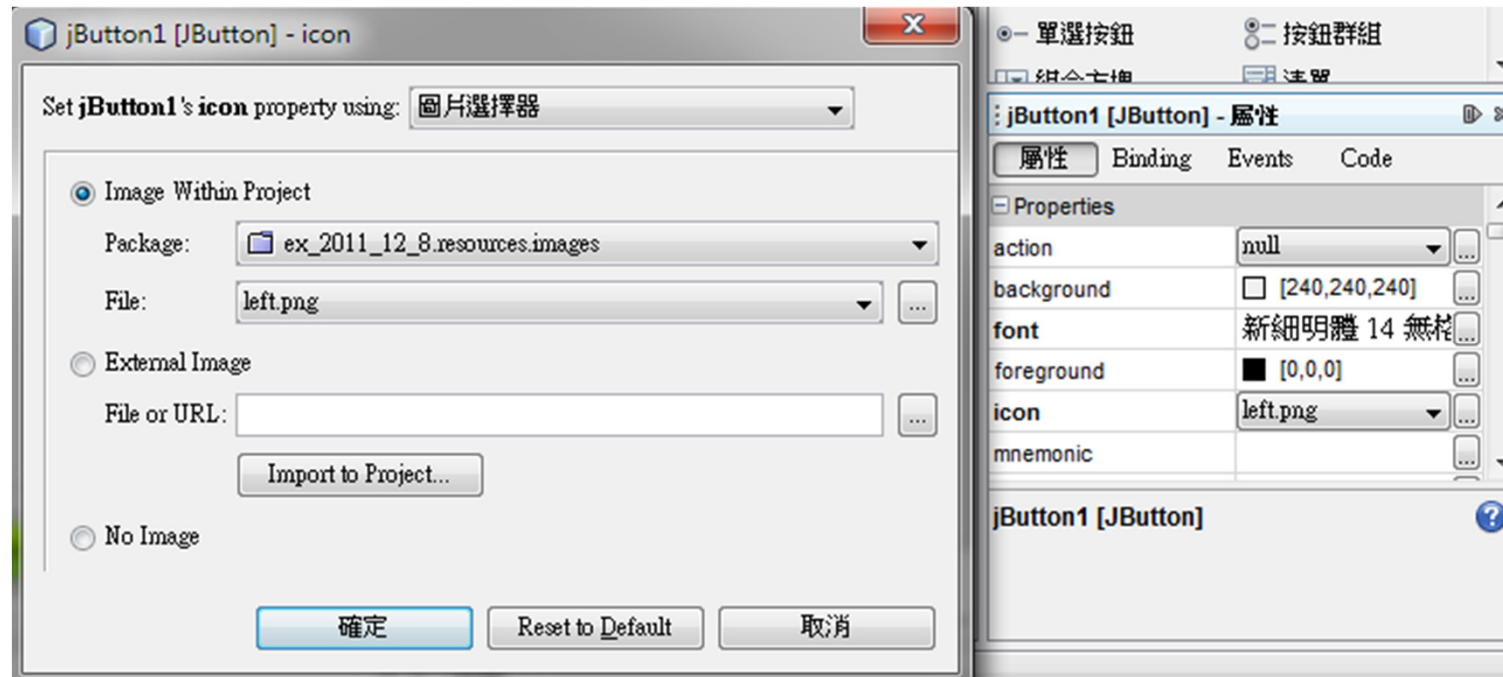


4. 設定jLabel1的水平文字位置(horizontalTextPosition)為置中(Center)

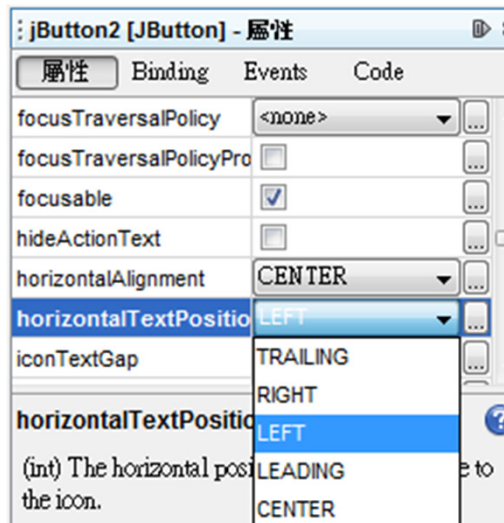
5. 設定jLabel1的垂直文字位置(verticalTextPosition)為底部(Bottom)



6. 設定jButton1的預設影像 (Icon)

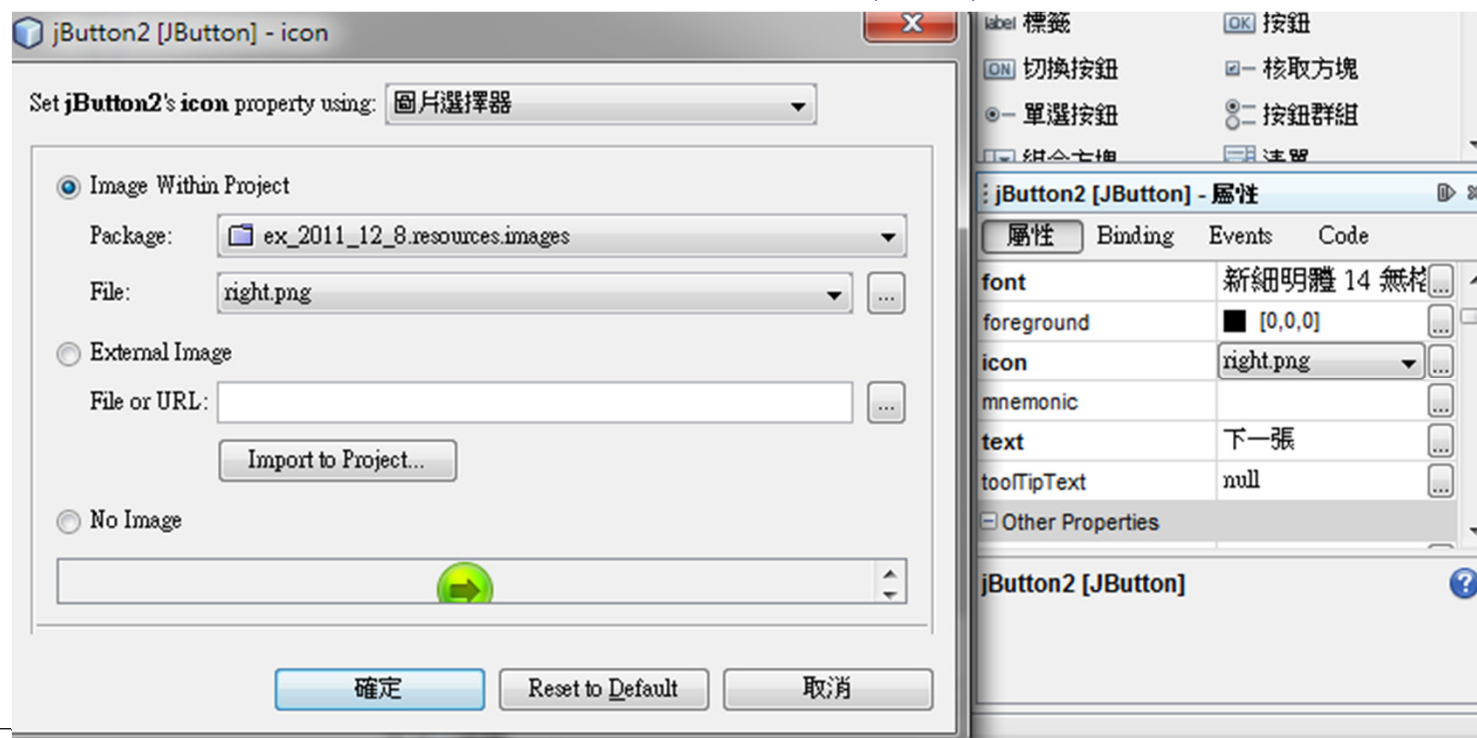


# 簡易圖片檢視器 (Cont.)



7. 設定jButton2的水平文字位置 (horizontalTextPosition)為靠左 (LEFT)

8. 設定jButton2的預設影像 (Icon)



# 簡易圖片檢視器 (Cont.)

宣告並配置影像陣列

你放影像的目錄路徑

```
23 public class Ex_2011_12_8View extends FrameView {  
24     static ImageIcon[] pic = new ImageIcon[10];  
25     String imgFilePath = "D:\\編譯\\2011_Fall\\1001_WindowsProgramming\\Workspace\\Ex_2011_12_8\\src\\Ex_2011_12_8\\resources\\images\\";  
26     int idx = 0;
```

```
27  
28 public Ex_2011_12_8View(SingleFrameApplication app) {  
29     super(app);
```

```
30  
31     initComponents();
```

```
32     pic[0] = new ImageIcon(imgFilePath+"1.png");
```

```
33     pic[1] = new ImageIcon(imgFilePath+"2.png");
```

```
34     pic[2] = new ImageIcon(imgFilePath+"3.png");
```

```
35     pic[3] = new ImageIcon(imgFilePath+"4.png");
```

```
36     pic[4] = new ImageIcon(imgFilePath+"5.png");
```

```
37     pic[5] = new ImageIcon(imgFilePath+"6.png");
```

```
38     pic[6] = new ImageIcon(imgFilePath+"7.png");
```

```
39     pic[7] = new ImageIcon(imgFilePath+"8.png");
```

```
40     pic[8] = new ImageIcon(imgFilePath+"9.png");
```

```
41     pic[9] = new ImageIcon(imgFilePath+"10.png");
```

```
42     JLabel1.setText(Integer.toString(idx+1)+".png (" "  
43         +String.valueOf(pic[idx].getIconWidth())+"X"  
44         +String.valueOf(pic[idx].getIconHeight())+"")");
```

```
45     JLabel1.setIcon((Icon)pic[0]);
```

```
46     JButton1.setEnabled(false);
```

建立影像物件陣列

設定 JLabel1 顯示的文字

設定 JLabel1 顯示的影像

# 簡易圖片檢視器 (Cont.)

```
275 private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
276     // TODO add your handling code here:  
277     jButton2.setEnabled(true);  
278     if(idx>0){  
279         idx--;  
280     }  
281     if(idx == 0){  
282         jButton1.setEnabled(false);  
283     }  
284     jLabel1.setText(Integer.toString(idx+1)+".png (" "  
285         +String.valueOf(pic[idx].getIconWidth())+"X"  
286         +String.valueOf(pic[idx].getIconHeight()) +")");  
287     jLabel1.setIcon(pic[idx]);  
288 }
```

## 9. 設定jButton1的要執行的動作

## 10. 設定jButton2的要執行的動作

```
260 private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {  
261     // TODO add your handling code here:  
262     jButton1.setEnabled(true);  
263     if(idx<9){  
264         idx++;  
265     }  
266     if(idx ==9){  
267         jButton2.setEnabled(false);  
268     }  
269     jLabel1.setIcon(pic[idx]);  
270     jLabel1.setText(Integer.toString(idx+1)+".png (" "  
271         +String.valueOf(pic[idx].getIconWidth())+"X"  
272         +String.valueOf(pic[idx].getIconHeight()) +")");  
273 }
```