視窗程式範例 (簡易計時器)

jLabel1

jLabel2

jLabel3

jLabel4

jLabel5

File Help

| 0 | 0 | : | 0 | 0 |

開始   Exit

1

jButton1

jButton2

2
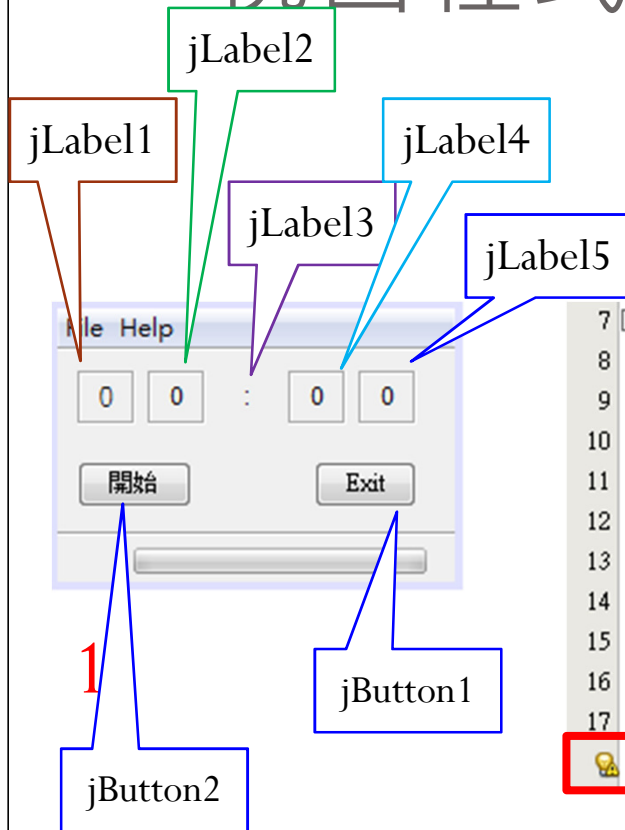
```
7   import org.jdesktop.application.Action;
8   import org.jdesktop.application.ResourceMap;
9   import org.jdesktop.application.SingleFrameApplication;
10  import org.jdesktop.application.FrameView;
11  import org.jdesktop.application.TaskMonitor;
12  import java.awt.event.ActionEvent;
13  import java.awt.event.ActionListener;
14  import javax.swing.Timer;
15  import javax.swing.Icon;
16  import javax.swing.JDialog;
17  import javax.swing.JFrame;
    import java.util.*;
```

Import java.util.*;

視窗程式範例 (簡易計時器) (Cont.)

```
23  public class Ex_2011_10_20View extends FrameView {
24      Timer timer1;
25      int secVal = 0, minVal = 0;
26
27      public void updateTime(int sVal, int mVal){
28          jLabel5.setText(Integer.toString(sVal%10));
29          jLabel4.setText(Integer.toString(sVal/10));
30          jLabel2.setText(Integer.toString(mVal%10));
31          jLabel1.setText(Integer.toString(mVal/10));
32      }
33
34      public Ex_2011_10_20View(SingleFrameApplication app) {
35          super(app);
36
37          initComponents();
38          timer1 = new Timer(1000, new ActionListener() {
39            public void actionPerformed(ActionEvent e) {
40                secVal = secVal + 1;
41                if((secVal % 60) == 0){
42                    secVal = 0;
43                    minVal = minVal + 1;
44                }
45                updateTime(secVal, minVal);
46            }
47          });
```

3

Timer timer1;
 int secVal = 0, minVal = 0;

4.
加這個
方法

```
public void updateTime(int sVal, int mVal){
    jLabel5.setText(Integer.toString(sVal%10));
    jLabel4.setText(Integer.toString(sVal/10));
    jLabel2.setText(Integer.toString(mVal%10));
    jLabel1.setText(Integer.toString(mVal/10));
}
```

5.
加
這
個

```
timer1 = new Timer(1000, new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        secVal = secVal + 1;
        if((secVal % 60) == 0){
            secVal = 0;
            minVal = minVal + 1;
        }
        updateTime(secVal, minVal);
    }
});
```

視窗程式範例 (簡易計時器) (Cont.)

6.加入按鈕要做的事

```
302   private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
303       // TODO add your handling code here:
304       timer1.start();
305   }
```

timer1.start();