

Cheat Sheet based on:

Swing/GUI Cheat Sheet at Williams College

<http://eventfuljava.cs.williams.edu/s04/handouts/SwingGUICheatSheet.html>

Displaying a Swing component

Construct and initialize the component.

```
button = new JButton ("Bu tto nLa bel ");
```

Add it to the content pane of the window or to a JPanel that is added to the display.

```
getCon ten tPa ne( ).add (button);
```

Import `javax.swing`. *and sometimes also* `java.awt`. at the beginning of the class creating the components.

```
import javax.s wing.; import java.awt.
```

Getting events from GUI component

Declare that the class handling the event implements the appropriate listener interface.

```
implements Action Lis tener
```

Define the method that the listener interface requires.

```
public void action Per formed (Actio nEvent event)
```

Add a listener appropriate for the component to the component.

```
button.ad dAc tio nLi stener (this);
```

Import `java.awt.event`. (*and occasionally* `javax.swing.event`) at the beginning of the class that is the listener.

```
import javax.s wing.; import java.awt.
```

Finding out which component sent the event

When the listener method is called, you can find out which component sent the event by calling `getSource()` on the event:

```
public void action Per formed (Actio nEvent event)
{
    Object theButton = event.getSource();
    if (theButton == framed Cir cle Button) {
        // Create a framed circle
    }
}
```

If a method returns a `String`, remember to compare the result using the `equals` method, not `==`:

```
aMenu.g et Sel ect edI tem ().e quals ("A value");
```

Containers

JPanel constr- `new JPanel ()`
uctor:

Define the type `void setLayout (Layou tMa nager lm)`
of layout:

Add an object to `void add (Component c)`
a container:
(FlowLayout or
GridLayout)

Add an object to `void add (Component c, int position)`
a container:
(BorderLayout)

Both `JPanel` and the object obtained by sending `getContentPane()` to a `WindowController` object are containers (and have type `Container`). These methods are available for all containers.

For `BorderLayouts`, position may be either `Border Lay out.NORTH`, `Border Lay out.SOUTH`, `Border Lay out.EAST`, `Border Lay out.WEST`, or `Border Lay out.CENTER`.



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Layout Managers

BorderLayout constructor: `new BorderLayout ()`

FlowLayout constructor: `new FlowLayout ()`

GridLayout constructor: `new GridLayout (int rows, int cols)`
`new GridLayout (int rows, int cols, int colSpacing, int rowSpacing)`

BorderLayout is the default layout for WindowController, whereas FlowLayout is default for JPanel.

GUI Components - General

The following methods can be applied to any Component:

```
void setFont (Font f)
void setBackground (Color c)
void setForegroundColor (Color c)
```

To construct a font use:

```
new Font (String name, int style, int size)
```

Style can be one of the following:

```
Font.BOLD
Font.ITALIC
Font.PLAIN
Font.BOLD+Font.ITALIC
```

GUI Components - JButton

Constructor: `new JButton (String s)`

General `String getText ()`
Methods: `void setText (String s)`

Listener `Action Listener`
Interface:

Adding the listener: `void addActionListener (ActionListener listener)`

Listening Method: `void actionPerformed (ActionEvent e)`

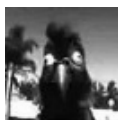
GUI Components - JComboBox

Constructor and Initialization: `new JComboBox ()`
`void addItem (Object item)`

General `Object getSelectedItem ()`
Methods: `String text=(String)menu.getSelectedItem();`
`int getSelectedItemIndex ()`

Listener `ItemListener`
Interface: `ActionListener`

Adding the listener: `void addItemListener (ItemListener il)`
`void addActionListener (ActionListener al)`



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GUI Components - JComboBox (cont)

Listening Method: `void itemState Changed (ItemEvent e)`
`void actionPerformed (ActionEvent e)`

About methods:

`getSelectedItem ()` returns the selected item
`(String) menu.getSelectedItems ();` is a typecast which treats the above returned value as a String
`int getSelectedItemIndex ()` returns the index of the selected item.

About the listeners:

This component can hear the user making a menu selection depending on the chosen interface. Be consistent in your choice of listener interface, adding method, and listening method.

GUI Components - JLabel

Constructors: `new JLabel (String s)`
`new JLabel (String s, int align)`

General Methods: `void setText (String s)`
`String getText ()`

Listener Interface: No listeners available.

align can be either `JLabel.RIGHT`, `JLabel.LEFT` or `JLabel.CENTER`.

GUI Components - JSlider

Constructor: `new JSlider (int orientation, int minimum, int maximum, int initialValue)`

General Methods: `void setValue (int newVal)`
`int getValue ()`

Listener Interface: `ChangeListener`

Adding the Listener: `addChangeListener (ChangeListener al)`

Listening Method: `void stateChanged (ChangeEvent e)`

orientation can be either `JSlider.HORIZONTAL` or `JSlider.VERTICAL`.

GUI Components - JTextField

Constructors: `new JTextField (String s)`

General Methods: `void setText (String s)`
`String getText ()`

Listener Interface: `ActionListener`

Adding the Listener: `addActionListener (ActionListener al)`

Listening Method: `void actionPerformed (ActionEvent e)`



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