

Java as a Second Language

Week 5: GUIs

CS3773

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You are responsible for these 43 bold, underlined Java Reserved Words.

<u>abstract</u>	<u>do</u>	<u>import</u>	<u>short</u>	volatile
<u>assert</u>	<u>double</u>	<u>instanceof</u>	<u>static</u>	<u>while</u>
<u>boolean</u>	<u>else</u>	<u>int</u>	<u>strictfp</u>	
<u>break</u>	enum	<u>interface</u>	<u>super</u>	
<u>byte</u>	<u>extends</u>	<u>long</u>	<u>switch</u>	
<u>case</u>	<u>final</u>	native	synchronized	
<u>catch</u>	finally	<u>new</u>	<u>this</u>	
<u>char</u>	<u>float</u>	<u>package</u>	<u>throw</u>	
<u>class</u>	<u>for</u>	<u>private</u>	<u>throws</u>	
<u>[const]</u>	<u>[goto]</u>	<u>protected</u>	transient	
<u>continue</u>	<u>if</u>	<u>public</u>	<u>try</u>	
<u>default</u>	<u>implements</u>	<u>return</u>	<u>void</u>	

http://java.sun.com/docs/books/tutorial/java/nutsandbolts/_keywords.html

You are responsible* for being familiar with the following Java packages

java.awt

javax.swing

* "Responsible" means that you understand:

- The typical use of the package.
- The key classes in the package that you would typically use.
Note: do not memorize the package; know how to read the documentation quickly.
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You are responsible* for being familiar with the following Java classes

java.lang.Object

java.lang.Math

java.awt.Color

* "Responsible" means that you understand:

- The typical use of the class.
- The constructors & methods that you would typically use.

Note: do not memorize the methods or constructors; you will be able to refer to the relevant documentation.

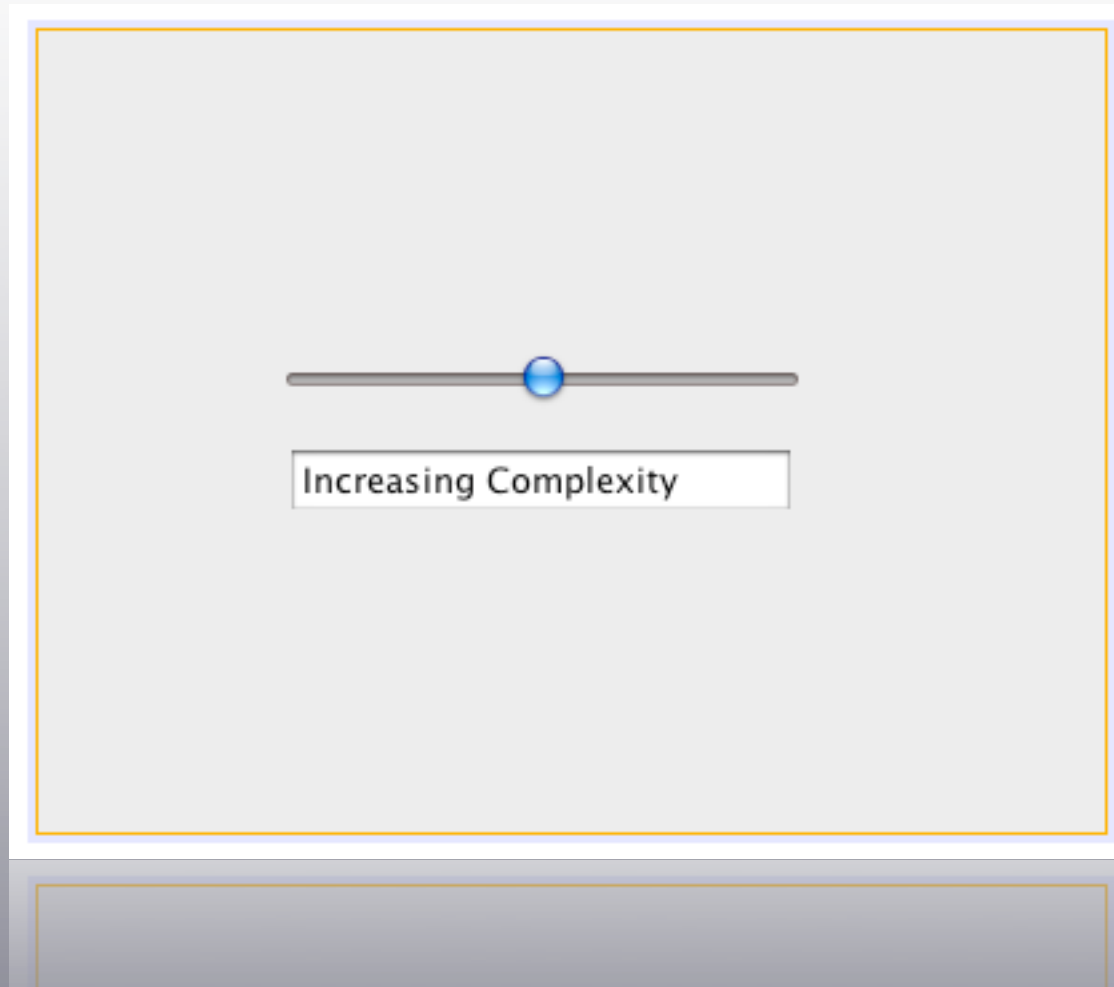
You are responsible for understanding:

What CLASSPATH does (and what it doesn't do)

What Garbage Collect (GC) does.

What happens when you type "javac Foo.java" at the command line.

What happens when you type "java Foo" at the command line.



JComponent & JSlider

JComponent: Important Concepts

JComponent is the primary Swing class from which all other components inherit.

[java.lang.Object](#)

[java.awt.Component](#)

[java.awt.Container](#)

javax.swing.JComponent

JComponent is the primary Swing class from which all other components inherit.

JComponent provides:

- Drawing of controls (with "Pluggable look and feel" (L&F))

- Handling of Events, including mouse, keyboard, etc.

- Integration with containers & layout managers

JComponent: Important Properties

In general, property *p* responds to `setP()` and `getP()`.

- `x`, `y`, `width`, `height`
- `MaximumSize`, `minimumSize`
- `enabled`
- `border`
- `doubleBuffered`



JComponent: Important Methods

- `isOpaque()` & `setOpaque()`
- `paintComponent()`
- `setVisible()`
- `repaint()`