

Java Desktop Application 2

30 Dialogs

Creating dialogs with the JDialog class

31 Spinners: Specialised Controls for Entering Numbers

Entering numbers in forms

The JSpinner and SpinnerNumberModel classes

Positioning dialogs relative to parent windows

More using GridBagLayout for positioning form controls

Making dialogs go away on clicking OK or Cancel

32 Password Fields

The JPasswordField class

Converting arrays of characters to String objects

33 Saving Program Data: Preferences

The Preferences class

Another example of communicating between objects using the event-listener model

Saving dialog form data using preferences

34 Arranging and Designing Dialogs and Forms

Using panels to arrange forms

Line Borders
Combining layouts
Right-aligning FlowLayout
Sizing buttons
More GridBagLayout examples
A note on spanning rows and columns in GridBagLayout (via gridwidth and gridheight)

35 Using Images and Icons

Loading images from packages using the class loader
URLs and the getResource() method
The ImageIcon class
Where to find a great free source of icons

36 Draggable Toolbars: Using the JToolbar class

The JToolbar class
Making your toolbar draggable
Adding tooltips to buttons

37 Split Panes: Creating Resizeable Separate Areas

The JSplitPane class
Changing the size of split panes programmatically
Adding "one touch expandable" buttons to your split pane.

38 Tabs: Using Tabbed Panes

The JTabbedPane class

39 Tree Views Using JTree

Creating trees

The JTree and DefaultMutableTreeNode classes

Building up tree branch-leaf hierarchies

40 Tree Selection Events

JTree selection events

Making your tree single-selection only

The TreeSelectionListener interface

41 Associating Data With Tree Nodes

JTree user objects

42 Tree Node Icons

Using custom tree node icons

The DefaultTreeCellRenderer class

43 Custom Tree Cell Renderers: Using Checkboxes in Trees

Custom tree cell renderers

The TreeCellRenderer interface

Displaying tree leaf nodes using checkboxes

44 Custom Tree Cell Editors: Editing Tree Nodes Using Checkboxes

Using custom editors in JTrees

The TreeCellEditor interface

The AbstractCellEditor class

45 Detecting Tree Node Editor Changes

Listening to tree cell editor events

The TreeCellEditor class

46 Multithreading in Swing: The SwingWorker class

Multithreading in Swing: running tasks in the background

The SwingWorker class

47 Modal Dialogs

Creating modal dialogs

The JDialog class modal constructor

Using SwingUtilities invokeLater to schedule code to run on the event dispatch thread

48 Progress Bars

Progress bars

Setting the position of your dialogue relative to its parent window

The JProgressBar class

Another FlowLayout example

Using the pack() method

Indeterminate vs. determinate progress bars

49 Distributing Your Application: Runnable Jars

Creating runnable jars

Run configurations in Eclipse

50 Adding Text to Progress Bars

Adding text to progress bars with setStringPainted() and setString()

Formatting a percentage with String.format()

51 Cancelling SwingWorker Threads

Cancelling threads

Another example of a listener

Adding a cancel button to your progress dialog

Intercepting dialog closing

InterruptedExceptions

52 Setting the Cursor

Setting the cursor

The Cursor class

53 Multiple Nested Split Panes

Nesting multiple split panes

More on the JSplitPane class

Setting minimum dimensions on controls within split panes

Setting resize weights on JSplitPanes

54 Responding to Tab Selections

Using ChangeListener to listen to tab selection events

Finding out which tab is active

Another JList example

55 Custom List Renderers

Custom list renderers

The ListCellRenderer interface

Setting background colors on panels and labels

56 Responding to List Selections

Detecting selections in JLists

The ListSelectionListener interface

Setting the text in a text area

Programmatically selecting an item in a list

57 Changing the Font Using Logical Fonts

Setting the font

Using logical fonts

Sans-serif, serif and monospaced font types

58 Loading Font Files

Setting physical fonts

More info on the Font class

Creating derived fonts

59 Editable Tables

Setting values in table models

More on AbstractTableModel

60 Using Checkboxes in Table Cells

Displaying checkboxes in tables

Working with data types in a table model

61 Custom Table Cell Renderers

Creating custom renderers for table cells

Rendering a table column with a combo box

Getting all possible values of an enumeration

Setting the height of table rows

Giving an enumeration user-friendly text values

62 Using Custom Editors in Table Cells

Creating custom editors for table cells

Setting combo boxes as the editors in a table column

The TableCellEditor interface

Using AbstractCellEditor as the basis of your table cell editor