Acronyms

- GUI: Graphical User Interface.
- API: Application Program Interface.
Java GUI API Toolkits

• AWT:
  – Abstract Windows Toolkit.
  – Used in early versions of Java.

• Swing:
  – Replaces AWT.
  – Built on top of AWT.

• Examples from “The Java Tutorials”, Sun Microsystems.
HelloWorldSwing

- Simplest possible Swing Program.
- Create a frame to hold the window.
- Create a label to display in the window.
- Add the label to the frame’s content pane.
- Arrange for the application to exit when window is closed.
- Size the frame to hold the label.
- Make the frame visible.
package helloworldswing;
import javax.swing.*;

public class HelloWorldSwing {
    public static void main(String[] args) {
        JFrame frame = new JFrame("HelloWorldSwing");
        final JLabel label = new JLabel("Hello World");
        frame.getContentPane().add(label);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.pack();
        frame.setVisible(true);
    }
}
SwingApplication

• Behavior:
  – Display a window with a button and a label.
  – When the user clicks the button, the label is updated.

• Implementation:
  – Creates an ActionListener object.
  – Registers the ActionListener to be notified of button click events.
  – Listener’s actionPerformed method processes click events.
package swingapplication;
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class SwingApplication {
    private static String labelPrefix = "Number of button clicks: ";
    private int numClicks = 0;

    // ... Omitted ...

    public static void main(String[] args) {
        JFrame frame = new JFrame("SwingApplication");
        SwingApplication app = new SwingApplication();
        Component contents = app.createComponent();
        frame.getContentPane().add(contents, BorderLayout.CENTER);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.pack();
        frame.setVisible(true);
    }
}
public Component createComponents() {
    final JLabel label = new JLabel(labelPrefix + "0   ");
    JButton button = new JButton("I'm a Swing button!");
    button.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            numClicks++;
            label.setText(labelPrefix + numClicks);
        }
    });
    label.setLabelFor(button);
    JPanel pane = new JPanel();
    pane.setBorder(BorderFactory.createEmptyBorder(30,30,10,30));
    pane.setLayout(new GridLayout(2,1));
    pane.add(button);
    pane.add(label);
    return pane;
}
Event Driven Programming

• An application’s main method:
  – Constructs the GUI.
  – Registers event listeners on GUI components.
  – Returns.

• Java Virtual Machine:
  – Notices whenever a GUI event has occurred.
  – Runs the appropriate event listeners to process the event.
Event Driven Interaction

- Changes in mouse or keyboard state are called “events”.
- Each event is associated with a GUI object.
- Device Manager Thread stores (event,object) pairs in a queue.
- Event Processing Thread repeatedly:
  - Takes an (event,object) pair out of the queue.
  - Finds all the event listeners registered on the object.
  - Invokes an event processing method on each listener.
  - Sends the event as its parameter.
Event Driven Architecture

Java’s Event Processing Thread

Event Request

Java’s Device Manager

Event Queue

Registered Event Listeners

EL₁  ...  ELᵢ  ...  ELₙ
Two Ways of Defining Event Listeners

1. Define a class that implements the appropriate event listener interface.
   E.g., A class called “MyButtonListener” that implements the ActionListener interface.

2. Define an anonymous inner class:
   • Class defined within the body of a method.
   • Definition of methods only, no class name.
   • E.g., Defining only the actionPerformed method.
   • Allows listener definitions to be located near registration code.
Registering Event Listeners

• Identify the GUI object that will be associated with the listener.
  – E.g. A JButton object called “button”.

• Create a new object of the appropriate event listener type.
  – E.g., A new ActionListener().

• Invoke the GUI object’s add<ListenerType> method with the listener object as parameter.
Event Listener Types

- ActionListener: Component-defined events.
- KeyListener: Keyboard events.
- MouseListener: Mouse click events.
- MouseMotionListener: Mouse motion events.
- ItemListener: Menu selection/deselection events.
- WindowListener: Window open/close etc. events.
- …Many More…
Event Processing Thread

- Event listeners run in the event processing thread.
- While they run, they hold a lock on the user interface.
- During this time, the GUI will not respond to user initiated events.
- Event listeners performing time consuming tasks should create their own threads to run those tasks.
Some Swing Components

- **JFrame**: Object implementing window with decorations such as border, title, and buttons for closing and iconifying.
- **JPanel**: Object for organizing and positioning other components.
- **JLabel**: Object for displaying short text strings or images or both.
- **JButton**: Object that responds to mouse clicks.
- **JTextField**: Object in which user can type text.
- **JComboBox**: Object that combines button or text field with drop down list.
Layout Managers

- A JPanel object has a setLayout method that takes a LayoutManager object as its parameter.
- The LayoutManager object controls the arrangement of components inside the JPanel object.
- Examples of LayoutManagers: BorderLayout, GridLayout, FlowLayout, GridBagLayout, BoxLayout, etc.
CelsiusConverter.java

• User enters Celsius temperature in a JTextField.
  – Program uses getText() method of JTextField.

• Program converts temperature to Fahrenheit and displays it in a JLabel.
  – Program uses setText() method of JLabel.

• Reading text, parsing text and converting temperature are triggered by a button click.
package celsiusconverter;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class CelsiusConverter implements ActionListener {
    JFrame converterFrame;
    JPanel converterPanel;
    JTextField tempCelsius;
    JLabel celsiusLabel, fahrenheitLabel;
    JButton convertTemp;
    static final int WIDTH = 400;
    static final int HEIGHT = 100;

    // ... Omitted ...

    public static void main(String[] args) {
        CelsiusConverter converter = new CelsiusConverter();
    }
}
public CelsiusConverter() {
    converterFrame = new JFrame("Convert Celsius to Fahrenheit");
    converterFrame.setSize(WIDTH, HEIGHT);
    converterPanel = new JPanel();
    converterPanel.setLayout(new GridLayout(2, 2));
    addWidgets();
    converterFrame.getContentPane().add(converterPanel, BorderLayout.CENTER);
    converterFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    converterFrame.setVisible(true);
}
private void addWidgets() {
    tempCelsius = new JTextField();
    celsiusLabel = new JLabel("Celsius", SwingConstants.LEFT);
    convertTemp = new JButton("Convert...");
    fahrenheitLabel = new JLabel("Fahrenheit", SwingConstants.LEFT);
    convertTemp.addActionListener(this);
    converterPanel.add(tempCelsius);
    converterPanel.add(celsiusLabel);
    converterPanel.add(convertTemp);
    converterPanel.add(fahrenheitLabel);
    celsiusLabel.setBorder(BorderFactory.createEmptyBorder(5,5,5,5));
    fahrenheitLabel.setBorder(BorderFactory.createEmptyBorder(5,5,5,5));
}
public void actionPerformed(ActionEvent event) {
    double tc = Double.parseDouble(tempCelsius.getText());
    int tf = (int) (tc * 1.8 + 32);
    fahrenheitLabel.setText(tf + " Fahrenheit");
}
LunarPhases.java

• User selects a phase of the moon from a drop down menu.
  – JComboBox implements the dropdown menu.
  – JComboBox’s getSelectedIndex method determines the user’s selection.

• Program displays an image of the moon in the selected phase.
  – Images are read from files into URL objects.
  – URL objects are converted into ImageIcon objects.
  – JLabel’s setIcon method displays the image.
package lunarphases;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.net.URL;

public class LunarPhases implements ActionListener {
    final static int NUM_IMAGES = 8;
    final static int START_INDEX = 3;

    ImageIcon[] images = new ImageIcon[NUM_IMAGES];
    JPanel mainPanel, selectPanel, displayPanel;

    JComboBox phaseChoices = null;
    JLabel phaseIconLabel = null;

    // ... Omitted ...

    public static void main(String[] args) {
        LunarPhases phases = new LunarPhases();
        JFrame lunarPhasesFrame = new JFrame("Lunar Phases");
        lunarPhasesFrame.setContentPane(phases.mainPanel);
        lunarPhasesFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        lunarPhasesFrame.pack();
        lunarPhasesFrame.setVisible(true);
    }
}
public LunarPhases() {
    selectPanel = new JPanel();
    displayPanel = new JPanel();
    initSelectPanel();
    initDisplayPanel();
    mainPanel = new JPanel();
    mainPanel.setLayout(new GridLayout(2,1,5,5));
    mainPanel.setBorder(BorderFactory.createEmptyBorder(5,5,5,5));
    mainPanel.add(selectPanel);
    mainPanel.add(displayPanel);
}

private void initSelectPanel() {
    String[] phases = { "New", "Waxing Crescent", "First Quarter",
                        "Waxing Gibbous", "Full", "Waning Gibbous",
                        "Third Quarter", "Waning Crescent" };
    phaseChoices = new JComboBox(phases);
    phaseChoices.setSelectedIndex(START_INDEX);
    selectPanel.setBorder(BorderFactory.createCompoundBorder(
        BorderFactory.createTitledBorder("Select Phase"),
        BorderFactory.createEmptyBorder(5,5,5,5)));
    displayPanel.setBorder(BorderFactory.createCompoundBorder(
        BorderFactory.createTitledBorder("Display Phase"),
        BorderFactory.createEmptyBorder(5,5,5,5)));
    phaseChoices.addActionListener(this);
    selectPanel.add(phaseChoices);
}
private void initDisplayPanel() {
    for (int i = 0; i < NUM_IMAGES; i++) {
        String imageName = "images/image" + i + ".jpg";
        URL iconURL = ClassLoader.getSystemResource(imageName);
        images[i] = new ImageIcon(iconURL);
    }
    phaseIconLabel = new JLabel();
    phaseIconLabel.setHorizontalAlignment(JLabel.CENTER);
    phaseIconLabel.setVerticalAlignment(JLabel.CENTER);
    phaseIconLabel.setVerticalTextPosition(JLabel.CENTER);
    phaseIconLabel.setHorizontalTextPosition(JLabel.CENTER);
    phaseIconLabel.setBorder(BorderFactory.createCompoundBorder(
            BorderFactory.createLoweredBevelBorder(),
            BorderFactory.createEmptyBorder(5,5,5,5)));
    phaseIconLabel.setBorder(BorderFactory.createCompoundBorder(
            BorderFactory.createEmptyBorder(0,0,10,0),
            phaseIconLabel.getBorder()));
    phaseIconLabel.setIcon(images[START_INDEX]);
    phaseIconLabel.setText(""");
    displayPanel.add(phaseIconLabel);
}
public void actionPerformed(ActionEvent event) {
    if ("comboBoxChanged".equals(event.getActionCommand())) {
        phaseIconLabel.setIcon(images[phaseChoices.getSelectedIndex()]);
    }
}
VoteDialog.java

- User selects one candidate from a list.
  - ButtonGroup organizes JRadioButton objects.
  - Selecting one button in group deselects any other selection.
  - Each JRadioButton has an associated action command string.
- Vote button initiates a dialogue:
  - ButtonGroup’s getSelection method gets the currently selected button of the group.
  - JRadioButton’s getActionCommand method gets the button’s action command string.
  - Action command string determines the subsequent dialog.
Dialog Boxes

• Class JOptionPane implements simple dialog methods:
  – ShowMessageDialog.
  – ShowConfirmDialog.
  – ShowOptionDialog.

• Dialogs are *modal*, i.e., while dialog is visible, it blocks all other input to the program.
Java Applets

• Java programs designed to run in web browsers.

• Implemented as classes that extend the `Applet` or `JApplet` abstract classes.
  – AWT Applets: Derived from `Applet` class.
  – Swing Applets: Derived from `JApplet` class.

• These abstract classes specify the methods that Java applets must implement.
HelloInitApplet

https://vspace.vassar.edu/thellman/web/102/applets/HelloInitApplet.html

- Uses the `init()` method to do all its work:
  - Creates a label with a message.
  - Sets its location and give it a border.
  - Adds it to the content pane.
- The content pane will automatically repaint itself, and the label, when necessary.
package helloinitapplet;

import java.awt.*;
import javax.swing.*;

public class HelloInitApplet extends JApplet {

    public void init() {
        JLabel label = new JLabel("Hello World ... I'm Initializing!");
        label.setHorizontalAlignment(JLabel.CENTER);
        label.setBorder(BorderFactory.createMatteBorder(1,1,2,2,Color.black));
        getContentPane().add(label, BorderLayout.CENTER);
    }
}

HelloPaintApplet

https://vspace.vassar.edu/thellman/web/102/applets/HelloPaintApplet.html

- Uses the `paint(Graphics g)` method to do all its work:
  - Draws a string with a message.
  - Uses the `drawString` method of the `Graphics` class.

- The browser calls the applet’s `paint` method whenever the applet’s display area needs to be updated.
package hellopaintapplet;

import javax.swing.*;
import java.awt.*;

public class HelloPaintApplet extends JApplet
{
    public void paint(Graphics g)
    {
        g.drawString("Hello world ... I'm Painting!", 50, 20);
    }
}
Methods Implementing the Applet Life Cycle

- **void init()** : Called once, before the applet starts running. Used to load resources.
- **void start()** : Called after initialization, and again whenever the browser returns to the page holding the applet.
- **void paint()** : Called whenever the applet’s display area needs to be updated.
- **void stop()** : Called whenever the browser leaves the page holding the applet, or when the browser exits.
Running an Applet in a Browser

• Embed the applet in an HTML document.

• Use the APPLET tag:
  – Use the CODE field to specify the location of class files.
  – Use the WIDTH and HEIGHT fields to specify the applet’s area on the web page.
HelloInitApplet.html

<html>
<head>
<title>HelloInitApplet</title>
</head>

<body>

<H1>HelloInitApplet</H1>

<applet
    CODE = "helloinitapplet/HelloInitApplet.class"
    WIDTH = 400
    HEIGHT = 50
>
</applet>

</body>

</html>
SimpleScrollingApplet

https://vspace.vassar.edu/thellman/web/102/applets/SimpleScrollingApplet.html

• Uses the `init` method to do all its work:
  – Creates a text field and puts some text in it.
  – Adds the text field the content pane, using a layout manager.
  – User may type text into the field and scroll back and forth to view his typed text.

• The content pane will automatically repaint itself, and the text field, when necessary.
package simplescrollingapplet;
import java.awt.*
import javax.swing.*

public class SimpleScrollingApplet extends JApplet
{

    JTextField field;

    public void init()
    {
        field = new JTextField();
        field.setText("Type and Scroll Here!");
        getContentPane().setLayout(new GridLayout(1,0));
        getContentPane().add(field);
    }
}
SimpleClickingApplet

https://vspace.vassar.edu/thellman/web/102/applets/SimpleClickingApplet.html

- Implements the `MouseListener` interface.
- Registers itself as a mouse listener attached to its display component.
- `MouseClicked` method updates a `StringBuffer` and calls `repaint` which calls `paint`.
- The `paint` method draws the updated string in the applet’s display area.
package simpleclickingapplet;

import java.awt.*;
import javax.swing.*;
import java.awt.event.MouseAdapter;
import java.awt.event.MouseEvent;

public class SimpleClickingApplet extends JApplet
        implements MouseListener {

    StringBuffer buffer;

    public void init() {
        addMouseListener(this);
        buffer = new StringBuffer();
        addItem("Click Here!");
    }

    public void paint(Graphics g) {
        g.drawRect(0, 0, getSize().width - 1, getSize().height - 1);
        g.drawString(buffer.toString(), 5, 15);
    }

    // ... Omitted ...
}
```java
public void mouseEntered(MouseEvent event) {  }
public void mouseExited(MouseEvent event) {  }
public void mousePressed(MouseEvent event) {  }
public void mouseReleased(MouseEvent event) {  }

public void mouseClicked(MouseEvent event) {
    addItem("... You clicked!... ");
}

void addItem(String newWord) {
    buffer.append(newWord);
    repaint();
}
```
Threads and Applets

• The standard methods of the applet classes may be running in an event-processing thread.
• If these methods take a long time, they will may freeze up the interface.
• Applets should therefore create their own threads to carry out time-consuming operations.
The Runnable Interface

• An applet cannot itself be a Thread object.
• Nevertheless, an applet can create a Thread object to do its work:
  – Declare the applet to implement the Runnable interface.
  – Provide the applet with a run method.
  – In applet’s start method, create and start a Thread with this applet as its “target”.
Targets of Threads

• The “target” of a thread is the object on which the thread’s `start` method initiates the `run` method.
• By default, the target of a thread is normally the thread itself.
• The target may also be a different object.
• E.g., the applet that creates the thread.
Clock

https://vspace.vassar.edu/thellman/web/102/applets/ClockApplet.html

- Implements the **Runnable** interface.
- The applet’s **start** method sets up a **Thread** with **this** applet as its target.
- The thread’s **start** method initiates the applet’s **run** method.
- The applet’s **run** method calls **repaint** and **paint** once each second.
- The applet’s **paint** method displays the current time in the applet’s display area.
- The applet’s **stop** method sets a variable that causes the **run** method to exit, terminating the thread.
package clockapplet;
import java.awt.Graphics;
import java.awt.Color;
import java.util.*;
import java.text.DateFormat;
import javax.swing.*;
public class ClockApplet extends JApplet implements Runnable {
    private Thread clockThread = null;

    public void init() {
        getContentPane().setBackground(Color.white);
    }

    public void start() {
        if (clockThread == null) {
            clockThread = new Thread(this, "Clock");
            clockThread.start();
        }
    }

    public void stop() {
        clockThread = null;
    }

    // ... Omitted ...

    public void stop() {
        clockThread = null;
    }
}

public void run() {
    Thread myThread = Thread.currentThread();
    while (clockThread == myThread) {
        repaint();
        try {
            Thread.sleep(1000);
        } catch (InterruptedException e) {
        }
    }
}

public void paint(Graphics g) {
    Calendar cal = Calendar.getInstance();
    Date date = cal.getTime();
    DateFormat dateFormatter = DateFormat.getTimeInstance();
    getContentPane().paint(g);
    g.drawString(dateFormatter.format(date), 5, 10);
}
Accessing Resources from Applets

• The Java class files implementing the applet are normally located in the same directory as the web page HTML document.

• The HTML document may specify a CODEBASE parameter giving the URL of the directory or folder that contains the applet’s code.
Passing Parameters to Applets

- How can a single Java applet be customized differently in different web pages?
- Notice that the applet’s methods take application-independent parameters.
- Solution is to specify parameters in the HTML document.
- The applet uses the `getParameter(String)` method to access its parameters.
<html>
<head>
<title>AnimationApplet</title>
</head>
<body>
<H1>AnimationApplet</H1>
<applet
    CODE = "animationapplet/AnimationApplet.class"
    WIDTH = "600"
    HEIGHT = "95"
    MAXWIDTH = "120"
    NIMGS = "17"
    SPEED = "10"
    PAUSE = "1000"
    OFFSET = "50"
    IMG = "images"
>
</applet>
</body>
</html>
AnimationApplet

https://vspace.vassar.edu/thellman/web/102/applets/AnimationApplet.html

• Applet uses a Timer object to implement the thread that does the animation.
• Applet creates the Timer object passing itself as the timer’s target.
• The Timer periodically calls the applet’s actionPerformed method.
• The applet’s actionPerformed method updates the animation.
SoundApplet

https://vspace.vassar.edu/thellman/web/102/applets/SoundApplet.html

- Applet creates four buttons to control playing of sounds.
- Applet adds itself as an `ActionListener` associated with each button.
- When a button is pressed, the applet’s `actionPerformed` method is called to carry out the requested operation.
ACMProgramApplet

https://vspace.vassar.edu/thellman/web/102/applets/ACMProgramApplet.html

• Applet runs a program that uses the ACM Student Package.
• The applet’s `init` method:
  – Creates an instance of the ACM program object.
  – Calls `start` on the instance.
package acmprogramapplet;

import javax.swing.*;

public class ACMProgramApplet extends JApplet {

    public void init() {
        new EasyInteraction().start();
    }

}
package acmprogramapplet;
import acm.program.*;

public class EasyInteraction extends ConsoleProgram {

    public void run() {
        println("Welcome to CMPU102: Topics in Computer Science");
        String firstName = readLine("Please enter your first name: ");
        String lastName = readLine("Please enter your last name: ");
        println("Hello, " + firstName + " " + lastName + ".");
        println("It's a pleasure to have you with us!");
    }
}

Making the ACM Student Package Available to the Browser

• Use the ARCHIVE field in the APPLET entry on the HTML file to specify the .jar file containing the ACM Student package classes.

• Place the acm.jar file on the web site at the location specified in the HTML file.
<html>
<head>
<title>ACMProgramApplet</title>
</head>
<body>
<H1>ACMProgramApplet</H1>

<applet archive="acm.jar"
    code="acmprogramapplet/ACMProgramApplet.class"
    width=600 height=400>
</applet>
</body>
</html>