The plan

Today: introduction to Java graphics and Swing/AWT class libraries
Then: event-driven programming and user interaction

None of this is comprehensive – only an overview and guide to what you should expect to be out there.

Credits: material stolen adapted from many places; including slides and materials by Ernst, Hotan, Mercer, Notkin, Perkins, Stepp; Regis, Sun/Oracle docs, Horstmann, Wikipedia, undoubtedly others
References

Useful start: Sun/Oracle Java tutorials
http://docs.oracle.com/javase/tutorial/ui/index.html
http://docs.oracle.com/javase/tutorial/uiswing/index.html

Mike Hoton’s slides/sample code from CSE 331 Sp12 (lectures 23, 24 with more extensive widget examples)

Decent book: Core Java vol. I by Horstmann & Cornell (but if you’ve got another favorite, that’s good too)
Why study GUIs?

It’s how the world works!!

Classic example of using inheritance to organize large class libraries

Work with a large huge API – and learn how (not) to deal with all of it

Many core design patterns show up here: callbacks, listeners, event-driven programs

It’s cool!! It’s fun!!!!
What not to do…

There’s way too much to know all of it

Don’t memorize – look things up as you need them

Focus on the main ideas, fundamental concepts

Don’t get bogged down implementing eye candy
The (more detailed) plan

Organization of the AWT/Swing library

Graphics and drawing
  Repaint callbacks, layout managers, etc.

Handling user events

Building GUI applications
  MVC, user events, updates, &c
A very short history (1)

Graphical user interfaces have existed in Java since the beginning

Original Java GUI: AWT (Abstract Window Toolkit)
- Limited set of user interface elements (widgets)
- Mapped Java UI to host system UI widgets
- Lowest common denominator
- “Write once, debug everywhere”
A very short history (2)

**Swing**: Newer GUI library, introduced with Java 2 (1998)

Basic idea: underlying system only provides a blank window. Swing draws all UI components directly; doesn’t use underlying system widgets

Not a total replacement for AWT. Swing is implemented on top of core AWT classes and both still coexist.

Use Swing, but deal with AWT when you must
GUI terminology

**window**: A first-class citizen of the graphical desktop
  Also called a top-level container
  examples: frame, dialog box, applet

**component**: A GUI widget that resides in a window
  Also called controls in many other languages
  examples: button, text box, label

**container**: A logical grouping for storing components
  examples: panel, box
Component & container classes

• Every GUI-related class descends from `Component`, which contains dozens of basic methods and fields

• “Atomic” components: labels, text fields, buttons, check boxes, icons, menu items…

• Many components are `Containers` – things like panels that can hold nested subcomponents
Swing/AWT inheritance hierarchy

Component (AWT)
  Window
    Frame
      JFrame (Swing)
      JDialog
  Container
    JComponent (Swing)
      JButton
      JMenuItem
      JFileChooser
      JColorChooser
      JComboBox
      JLabel
      JList
      JMenuBar
      JOptionPane
      JPanel
      JPopupMenu
      JProgressBar
      JScrollbar
      JScrollPane
      JSlider
      JSpinner
      JSplitPane
      JTabbedPane
      JTextField
      JTextArea
      ...
Component properties

Zillions. Each has a **get** (or **is**) accessor and **set** modifier. Ex: **getColor**, **setFont**, **isVisible**, ...

<table>
<thead>
<tr>
<th>name</th>
<th>type</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>background</td>
<td>Color</td>
<td>background color behind component</td>
</tr>
<tr>
<td>border</td>
<td>Border</td>
<td>border line around component</td>
</tr>
<tr>
<td>enabled</td>
<td>boolean</td>
<td>whether it can be interacted with</td>
</tr>
<tr>
<td>focusable</td>
<td>boolean</td>
<td>whether key text can be typed on it</td>
</tr>
<tr>
<td>font</td>
<td>Font</td>
<td>font used for text in component</td>
</tr>
<tr>
<td>foreground</td>
<td>Color</td>
<td>foreground color of component</td>
</tr>
<tr>
<td>height, width</td>
<td>int</td>
<td>component's current size in pixels</td>
</tr>
<tr>
<td>visible</td>
<td>boolean</td>
<td>whether component can be seen</td>
</tr>
<tr>
<td>tooltip text</td>
<td>String</td>
<td>text shown when hovering mouse</td>
</tr>
<tr>
<td>size, minimum / maximum / preferred size</td>
<td>Dimension</td>
<td>various sizes, size limits, or desired sizes that the component may take</td>
</tr>
</tbody>
</table>
Types of containers

• Top-level containers: JFrame, JDialog, …
  – Often correspond to OS windows
  – Can be used by themselves, but usually as a host for other components
  – Live at top of UI hierarchy, not nested in anything else
• Mid-level containers: panels, scroll panes, tool bars
  – Sometimes contain other containers, sometimes not
  – JPanel is a general-purpose component for drawing or hosting other UI elements (buttons, etc.)
• Specialized containers: menus, list boxes, …
• Technically, all J-components are containers
JFrame – top-level window

Graphical window on the screen
Typically holds (hosts) other components
Common methods:

```
JFrame(String title) – constructor, title optional
setDefaultCloseOperation(int what) – what to on window close. JFrame.EXIT_ON_CLOSE terminates application when window closed.
setSize(int width, int height) – set size
add(Component c) – add component to window
setVisible(boolean v) – make window visible or not
```
Example

SimpleFrameMain.java
**JPanel – a general-purpose container**

Commonly used as a place for graphics, or to hold a collection of button, labels, etc.

Needs to be added to a window or other container

```java
frame.add(new Jpanel(...))
```

JPanels can be nested to any depth

Many methods/fields in common with JFrame (since both inherit from Component)

Advice: can’t find a method/field? Check the superclass(es)

Some new methods. Particularly useful:

```java
setPreferredSize(Dimension d)
```
What if we add several components to a container? How are they positioned relative to each other?

Answer: each container has a layout manager. Kinds:

- **FlowLayout** (left to right, top to bottom) – default for JPanel
- **BorderLayout** (“center”, “north”, “south”, “east”, “west”) – default for JFrame
- **GridLayout** (regular 2-D grid)
- others... (some are incredibly complex)

The first two should be good enough for now....
pack()

Once all the components are added to their containers, do this to make the window visible

    pack();
    setVisible(true);

pack() figures out the sizes of all components and calls the layout manager to set locations in the container (recursively as needed)

If your window doesn’t look right, you may have forgotten pack()
Example

SimpleLayoutMain.java
So far so good – and very boring…
What if we want to actually draw something? A map, an image, a path, …?
Answer: Override method `paintComponent`

Components like `JLabel` provide a suitable `paintComponent` that (in `JLabel`’s case) draws the label text.

Other components typically inherit an empty `paintComponent` and can use it for drawing.
Example

SimplePaintMain.java
Graphics methods

Many methods to draw various lines, shapes, etc., ...

Can also draw images (pictures, etc.). Load the image file into an `Image` object and use `g.drawImage(...)`:

- In the program (not in `paintComponent`):
  ```java
  Image pic = 
          Toolkit.getDefaultToolkit() 
          .getImage(image path);
  ```

- Then in `paintComponent`:
  ```java
  g.drawImage(pic, ...);
  ```
Graphics vs Graphics2D

Class `Graphics` was part of the original Java AWT

   Has a procedural interface: `g.drawRect(...),
g.fillOval(...)`

Swing introduced `Graphics2D`

   Added a object interface – create instances of
   `Shape` like `Line2D, Rectangle2D`, etc., and add
   these to the `Graphics2D` object

Parameter to `paintComponent` is always `Graphics2D`. Can always cast it to that class. `Graphics2D` supports both sets of graphics methods.

   Use whichever you like for CSE 331
So who calls `paintComponent`? And when??

- **Answer:** the window manager calls `paintComponent` *whenever it wants!!!*
  - When the window is first made visible, and whenever after that it is needed
- **Corollary:** `paintComponent` must *always* be ready to repaint – regardless of what else is going on
  - You have no control over when or how often – must store enough information to repaint on demand
- **If you want to redraw a window, call `repaint()`**
  - Tells the window manager to schedule repainting
  - Window manager will call `paintComponent` when it decides to redraw (soon, but maybe not right away)
Example

FaceMain.java
How repainting happens

program window manager (UI)

repaint()

paintComponent(g)

It’s worse than it looks!

Your program and the window manager are running concurrently:

- Program thread
- User Interface thread

Do not attempt to mess around – follow the rules and nobody gets hurt!
Rules for painting – Obey!

• Always override `paintComponent(g)` if you want to draw on a component
• Always call `super.paintComponent(g)` first
• **NEVER** call `paintComponent` yourself. That means **ABSOLUTELY POSITIVELY NEVER!!!**
• Always paint the entire picture, from scratch
• Use `paintComponent`’s `Graphics` parameter to do all the drawing. **ONLY** use it for that. Don’t copy it, try to replace it, or mess with it. It is quick to anger.
• **DON’T** create new `Graphics` or `Graphics2D` objects

• Fine print: Once you are a certified™ wizard, you may find reasons to do things differently, but you aren’t there yet.
What’s next – and not

Major topic next time is how to handle user interactions
   We already know the core idea – it’s a big-time application of the observer pattern

Beyond that you’re on your own to explore all the wonderful widgets in Swing/AWT. Have fun!!!

   (But don’t sink huge amounts of time into eye candy)