The plan

Today: introduction to Java graphics and Swing/AWT 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
  – Some standard terminology and perspective

Credits: material taken from many places; including slides and materials by Ernst, Hotan, Mercer, Notkin, Perkins, Stepp; Reges; Sun/Oracle docs & tutorial; Horstmann; Wikipedia; others, folklore, …

References

Very useful start: Sun/Oracle Java tutorials
  – 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)
  – http://courses.cs.washington.edu/courses/cse331/12sp/lectures/lect23-GUI-code.zip

Good book that covers this (and much more): Core Java vol. I by Horstmann & Cornell
  – And/but other books may be as good

Why study GUIs?

• Er, because graphical user interfaces are pretty common (duh 😊)
  – And it’s fun!

• Classic example of using inheritance to organize large class libraries
  – The best (?) example of OOP’s strengths

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

• Many core design patterns show up: callbacks, listeners, event-driven programs, decorators, façade

What not to do…

• Don’t try to learn the whole library: There’s way too much

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

• Don’t miss the main ideas, fundamental concepts

• Don’t get bogged down implementing eye candy

Main topics to learn

Organization of the AWT/Swing library
  – Names of essential widgets/components

Graphics and drawing
  – Repaint callbacks, layout managers, etc.

Handling user events

Building GUI applications
  – MVC, user events, updates, …
A very short history (1)

Java's standard libraries have supported GUIs from 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"

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
- Called controls in many other languages
- Examples: button, text box, label

container: A component that hosts (holds) components
- Examples: frame, applet, panel, box

Component and container classes

- Every GUI-related class descends from Component, which contains dozens of basic methods and fields
  - Examples: getBounds, isVisible, setForeground, ...
- "Atomic" components: labels, text fields, buttons, check boxes, icons, menu items...
- Many components are containers – things like panels (JPanel) that can hold nested subcomponents

Swing/AWT inheritance hierarchy
Component properties

Zillions. Each has a `get` (or `is`) accessor and a `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
  - Usually 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 `JComponents` are containers

Example

`SimpleFrameMain.java`

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 do on window close
    - `JFrame.EXIT_ON_CLOSE` terminates application
  - `setSize(int width, int height)`: set size
  - `add(Component c)`: add component to window
  - `setVisible(boolean b)`: make window visible or not

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: `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 superclasses

A particularly useful method:
- `setPreferredSize(Dimension d)`

Containers and layout

- What if we add several components to a container?
  - How are they positioned relative to each other?
  - Answer: each container has a `layout manager`
Layout managers

Kinds:
- **FlowLayout** (left to right [changeable], top to bottom)
  - Default for JPanel
  - Each row centered horizontally [changeable]
- **BorderLayout** ("center", "north", "south", "east", "west")
  - Default for JFrame
  - No more than one component in each of 5 regions
  - (Of course, component can itself be a container)
- **GridLayout** (regular 2-D grid)
- Others... (some are incredibly complex)

FlowLayout and BorderLayout 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 container’s 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
```

Graphics and drawing

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 like JPanel typically inherit an empty
  `paintComponent` and can override it to draw things

Note: As we’ll see, we override `paintComponent` but we don’t call it

Example

```
SimplePaintMain.java
```

Graphics methods

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

Can also draw images (pictures, etc.):
- In the program (not in paintComponent):
  - Use AWT’s “Toolkit” to load an image:
    ```
    Image pic = Toolkit.getDefaultToolkit().getImage(file-name (with path));
    ```
  - Then in `paintComponent`:
    ```
    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 an object interface – create instances of Shape like
    Line2D, Rectangle2D, etc., and add these to the
    Graphics2D object

Actual parameter to paintComponent is always a Graphics2D
  – Can always cast this parameter from Graphics to
    Graphics2D
  – 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!! (a callback!)
  – When the window is first made visible, and whenever after
    that some or all of it needs to be repainted
• Corollary: paintComponent must always be ready to repaint
  regardless of what else is going on
  – You have no control over when or how often
  – You must store enough information to repaint on demand
• If “you” want to redraw a window, call repaint() from the
  program (not from paintComponent)
  – Tells the window manager to schedule repainting
  – Window manager will call paintComponent when it
    decides to redraw (soon, but maybe not right away)
  – Window manager may combine several quick repaint() requests and call paintComponent() only once

How repainting happens

Example

FaceMain.java

Crucial rules for painting

• Always override paintComponent(g) if you want to draw on a
  component
• Always call super.paintComponent(g) first
• NEVER, EVER, EVER call paintComponent yourself
• 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 that requires deeper understanding of
the GUI library’s structure and specification

What’s next – and not

Major topic for next lecture is how to handle user interactions
  – We already know the core idea: it’s a big-time use 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)