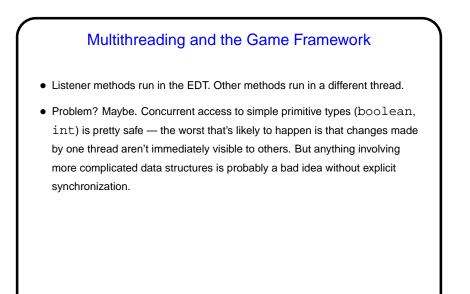


Java GUI Classes and Multithreading

 Currently Java GUI classes are implemented in terms of an "event dispatch thread" (EDT) — something that listens (to some part of the operating system/environment?) for "events" (from keyboard or mouse, e.g.) and "dispatches" them by calling appropriate methods associated with GUI components.

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• Not all of what's under the hood is thread-safe, so Sun recommends that all changes to GUI components be done in the EDT. This happens automatically with listener methods. Accesses from the "main" thread and from other threads should use SwingUtilities.invokeLater.



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Java GUI Libraries — Other Gotchas

• Local variables used in / passed to anonymous inner classes must be final. (Apparently this is because the class is passed a snapshot of these variables, and it's not clear that makes sense if they're not immutable.)

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