Administrivia

- Homework 5 was supposed to be due Tuesday. Date moved to today.

- Homework 6 due dates on Web (next week).

Slide 1

Java GUI Libraries — Recap

- Many, many classes for GUI components — pre-defined components (e.g., `JButton`), containers (e.g., `JPanel`).

  (Can also define your own "custom components". More about them when we talk about graphics.)

- How things are arranged on screen is controlled by "layout manager". Can nest containers, giving them different layout managers.

Slide 2

- How things work depends on "event listener" methods. Good place to use anonymous inner classes.

Java GUI Libraries — Design Tips

- Probably better not to mix AWT and Swing unless necessary (e.g., unless you're doing an AWT-only program, prefer `JFrame` to `Frame`).

- To find out how to use components — skim online API, Sun tutorials (follow links from API), look for examples similar to what you want to do.

Slide 3

- For small programs, okay to put GUI and underlying data all in one class. For larger programs, consider separating them — "Model/View/Controller" design pattern.

- GUI components that must be accessed by more than one method — e.g., by listener methods — should be instance variables. Other components can often be declared locally in constructor.

- (More examples as time permits.)

Minute Essay

- None — quiz.

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