### **More GUIs**

#### 2-28-2006





# **Opening Discussion**

What did we talk about last class?
Do you have any questions about the reading?
Do you have any questions about the assignment?





# **In-Class Example Layout**

- Let's talk a bit about our in-class example for the semester. Last time we went through and talked about how we could lay out the GUI. I want to revise that discussion to something that might be a bit more flexible.
- Now that want us to actually implement that GUI by writing code for it. I want you to write a DrawingApp class and have it so it brings up a frame that looks like what we discussed. You can put in the JTree even.

# User I/O in GUIs

- How did you do I/O in C/C++? Why won't that mechanism translate into a GUI?
- How do we handle user I/O in a Java GUI?
- Let's write a little GUI that includes a text field, a list, and the ability to add and remove from the list. For the list use JList. You will have to keep the strings that are added either in an array or a List object. Use the API.
- Begin with the top part of the GUI that has a JTextField and two buttons. We'll pause to see what that looks like for someone then add in the JList.



# **Design of In-Class Example**

Now we will work together on the code for the inclass example. We already wrote the top level GUI for it. Now we need to figure out what else goes into that GUI and how we will make the pieces fit together to accomplish our goal.



# **Minute Essay**

- How are event handling and anonymous inner classes linked?
- We have no class on Thursday. Enjoy your time off, but consider doing some studying and rereading stuff. The midterm is a week from today. I'll be getting you a review sheet electronically. I will hold a review session on Monday afternoon, probably in this room. I'll give you the details via e-mail.