

For Monday

- Swing tutorial Writing Event Listeners
- Might also want to start on Becker, chapter 13 (the handout) which is the reading for Wednesday

Program 9

- Once program 4 has been fixed, the only changes should be to the Inventory class
- Any questions?

Questions before the quiz?

Quiz

The Demo

Graphical User Interfaces

- What are they?
- JOptionPane is NOT a GUI.

Event-driven Programming

Three Things to Learn

- How to build the windows with the various components
- How to make your program respond when the user wants to do something
- How to apply good software design principles to GUI programs

Building the Windows

- This is the easy part.
- You're going to use some existing classes, maybe do some inheritance from those classes.
- There is good documentation and there are a lot of tutorials on these components.

The Basics

- Create a window (JFrame)
- Provide places to display any data needed
- Provide ways for the user to trigger events (get stuff done)
 - Can include buttons, menus, control keys

SWING and AWT

- Java classes/interfaces

Text Components

- Label
- Text field
- Text area

Button Types

- Buttons
- Check boxes
- Radio buttons
 - The ButtonGroup