

Java Swing

Course Level: Introduction

Course Duration : 1 days

Prerequisites : Basic Java Knowledge

▼ Course Content

○ Course Objectives

○ Basic Layout

- using JFrame and widgets
- JComponent
- layouts
- JApplet

○ Simple user input

- button handling
- menu handling
- actions
- mouse handling and popup menus

○ Swing Widgets

- widgets with simple state
- radio buttons and check boxes
- widgets with complex models
- JList
- JTable
- decorator patterns to filter tables
- JTree

○ More Graphics

- dialogs and JOptionPane
- mnemonics and accelerators
- focus
- tooltips
- other Layouts

○ Event Handling in Swing

- event-handling basics
- Java event listeners
- listeners supported by Swing components
- common events
- listener API
- event-handling for each Swing component



○ Threads In Swing

- Java threads and the differences in Swing
- thread theory: philosophers at lunch
- Runnable interface and the Thread class
- critical sections, locks, synchronization
- GUI optimization
- review of time-consuming tasks
- optimize event-dispatching
- repeat operations
- waiting for messages