CS/ENGRD 2110
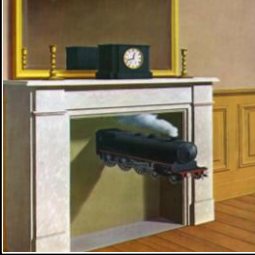## Object-Oriented Programming and Data Structures
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Lecture 14: Graphical User Interfaces (Dynamic)

GUI Statics and GUI Dynamics

- Statics:
  what's drawn on the screen
  - Components
    - E.g. buttons, labels, lists, sliders, menus, …
  - Containers
    - components that contain other components
    - E.g. frames, panels, dialog boxes, …
  - Layout managers
    - control placement and sizing of components
- Dynamics:
  user interactions
  - Events
    - E.g. button-press, mouse-click, key-press, …
  - Listeners
    - an object that responds to an event
  - Helper classes
    - E.g. Graphics, Color, Font, FontMetrics, Dimension, …

2

Dynamics Overview

- Dynamics = causing and responding to actions
  - What actions?
    - Called events: mouse clicks, mouse motion, dragging, keystrokes
    - We would like to write code (a handler) that is invoked when an event occurs so that the program can respond appropriately
    - In Java, you can intercept events by providing an object that "hears" the event – a listener
- What objects do we need to know about?
  - Events
  - Event listeners

3

Brief Example Revisited

```java
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class Intro extends JFrame {

    private int count = 0;
    private JButton myButton = new JButton("Push Me!");
    private JLabel label = new JLabel("Count: " + count);

    public Intro() {
        setDefaultCloseOperation(EXIT_ON_CLOSE);
        setLayout(new FlowLayout(FlowLayout.LEFT)); //set layout manager
        add(myButton); //add components
        add(label);
        label.setPreferredSize(new Dimension(60, 10));

        myButton.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                count++;
                label.setText("Count: " + count);
            }
        });

        pack();
        setVisible(true);
    }

    public static void main(String[] args) {
        new Intro();
    }
}
```

4

The Java Event Model

- Timeline
  - User or program does something to a component
    - clicks on a button, resizes a window, …
  - Java issues an event object describing the event
  - A special type of object (a listener) "hears" the event
    - The listener has a method that "handles" the event
    - The handler does whatever the programmer programmed
- What you need to understand
  - Events: How components issue events
  - Listeners: How to make an object that listens for events
  - Handlers: How to write a method that responds to an event

5

Events

- An Event is a Java object
- Events are normally created by the Java runtime system
  - You can create your own, but this is unusual
- Normally events are associated with a component
- Most events are in `java.awt.event` and `javax.swing.event`
- All events are subclasses of `AWTEvent`

- Event types:
  - ActionEvent
  - AdjustmentEvent
  - ComponentEvent
  - ContainerEvent
  - FocusEvent
  - HierarchyEvent
  - InputEvent
  - InputMethodEvent
  - InvocationEvent
  - ItemEvent
  - KeyEvent
  - MouseEvent
  - MouseWheelEvent
  - PaintEvent
  - TextEvent
  - WindowEvent

6

Types of Events

- Each Swing Component can generate one or more types of events
  - The type of event depends on the component
    - Clicking a **JButton** creates an **ActionEvent**
    - Clicking a **JCheckbox** creates an **ItemEvent**
  - The different kinds of events include different information about what has occurred
    - All events have method **getSource()** which returns the object (e.g., the button or checkbox) on which the Event initially occurred
    - An **ItemEvent** has a method **getStateChange()** that returns an integer indicating whether the item (e.g., the checkbox) was selected or deselected

7

Event Listeners

- **ActionListener**, **MouseListener**, **WindowListener**, ...
- Listeners are Java interfaces
  - Any class that implements that interface can be used as a listener
- To be a listener, a class must implement the interface
  - E.g. an **ActionListener** must contain a method **public void actionPerformed(ActionEvent e)**

8

Implementing Listeners

- Which class should be a listener?
  - Java has no restrictions on this, so *any* class that implements the listener will work
- Typical choices:
  - Top-level container that contains whole GUI
    public class GUI implements ActionListener
  - Inner classes to create specific listeners for reuse
    private class LabelMaker implements ActionListener
  - Anonymous classes created on the spot
    b.addActionListener(new ActionListener() {...});

9

Listeners and Listener Methods

- When you implement an interface, you must implement all the interface's methods
  - Interface **ActionListener** has one method:
    - **void actionPerformed(ActionEvent e)**
  - Interface **MouseListener** has five methods:
    - **void mouseClicked(MouseEvent e)**
    - **void mouseEntered(MouseEvent e)**
    - **void mouseExited(MouseEvent e)**
    - **void mousePressed(MouseEvent e)**
    - **void mouseReleased(MouseEvent e)**
  - Interface **MouseMotionListener** has two methods:
    - **void mouseDragged(MouseEvent e)**
    - **void mouseMoved(MouseEvent e)**

10

Registering Listeners

- How does a component know which listener to use?
- You must *register* the listeners
  - This connects listener objects with their source objects
  - Syntax:
    component.add???Listener(Listener)
  - You can register as many listeners as you like
- Example:

```
b.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        count++;
        label.setText(generateLabel());
    }
});
```

11

Example 1: The Frame is the Listener

```
import javax.swing.*; import java.awt.*; import java.awt.event.*;
public class ListenerExample1 extends JFrame implements ActionListener {
    private int count;
    private JButton b = new JButton("Push Me!");
    private JLabel label = new JLabel("Count: " + count);
    public static void main(String[] args) {
        JFrame f = new ListenerExample1();
        f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        f.setSize(200,100);
        f.setVisible(true);
    }
    public ListenerExample1() {
        setLayout(new FlowLayout(FlowLayout.LEFT));
        add(b); add(label);
        b.addActionListener(this);
    }
    public void actionPerformed(ActionEvent e) {
        count++;
        label.setText("Count: " + count);
    }
}
```

2

Example 2: The Listener is an Inner Class

```java
import javax.swing.*; import java.awt.*; import java.awt.event.*;
public class ListenerExample2 extends JFrame {
    private int count;
    private JButton b = new JButton("Push Me!");
    private JLabel label = new JLabel("Count: " + count);
    class Helper implements ActionListener {
        public void actionPerformed(ActionEvent e) {
            count++;
            label.setText("Count: " + count);
        }
    }
    public static void main(String[] args) {
        JFrame f = new ListenerExample2();
        f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        f.setSize(200,100); f.setVisible(true);
    }
    public ListenerExample2() {
        setLayout(new FlowLayout(FlowLayout.LEFT));
        add(b); add(label);
        b.addActionListener(new Helper());
    }
}
```

13

Example 3: The Listener is an Anonymous Class

```java
import javax.swing.*; import java.awt.*; import java.awt.event.*;
public class ListenerExample3 extends JFrame {
    private int count;
    private JButton b = new JButton("Push Me!");
    private JLabel label = new JLabel("Count: " + count);
    public static void main (String[] args) {
        JFrame f = new ListenerExample3();
        f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        f.setSize(200,100); f.setVisible(true);
    }
    public ListenerExample3() {
        setLayout(new FlowLayout(FlowLayout.LEFT));
        add(b); add(label);
        b.addActionListener(new ActionListener() {
            public void actionPerformed (ActionEvent e) {
                count++;
                label.setText("Count: " + count);
            }
        });
    }
}
```

14

Adapters

- Some listeners (e.g., **MouseListener**) have lots of methods; you don't always need all of them
  - For instance, you may be interested only in mouse clicks
- For this situation, Java provides "adapters"
  - An adapter is a predefined class that implements all the methods of the corresponding Listener
    - Example: **MouseAdapter** is a class that implements all the methods of interfaces **MouseListener** and **MouseMotionListener**
  - The adapter methods do nothing
  - To easily create your own listener, you extend the adapter class, overriding just the methods that you actually need

15

Using Adapters

```java
import javax.swing.*; import javax.swing.event.*;
import java.awt.*; import java.awt.event.*;
public class AdapterExample extends JFrame {
    private int count; private JButton b = new JButton("Mouse Me!");
    private JLabel label = new JLabel("Count: " + count);
    class Helper extends MouseAdapter {
        public void mouseEntered(MouseEvent e) {
            count++;
            label.setText("Count: " + count);
        }
    }
    public static void main(String[] args) {
        JFrame f = new AdapterExample();
        f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        f.setSize(200,100); f.setVisible(true);
    }
    public AdapterExample() {
        setLayout(new FlowLayout(FlowLayout.LEFT));
        add(b); add(label);
        b.addMouseListener(new Helper());
    }
}
```

16

Notes on Events and Listeners

- A single component can have many listeners

- Multiple components can share the same listener
  - Can use **event.getSource()** to identify the component that generated the event

- For more information on designing listeners, see http://download.oracle.com/javase/tutorial/uiswing/events/

- For more information on designing GUIs, see http://download.oracle.com/javase/tutorial/uiswing/

17

GUI Drawing and Painting

- For a drawing area, extend **JPanel** and override the method
  public void paintComponent(Graphics g)
  - **paintComponent** contains the code to completely draw *everything* in your drawing panel
  - Do not call **paintComponent** directly – instead, request that the system redraw the panel at the next convenient opportunity by calling **panel.repaint()**
  - **repaint()** requests a call **paintComponent()** "soon" (i.e. within milliseconds)

18

Java Graphics

- The **Graphics** class has methods for colors, fonts, and various shapes and lines
  - **setColor(Color c)**
  - **drawOval(int x, int y, int width, int height)**
  - **fillOval(int x, int y, int width, int height)**
  - **drawLine(int x1, int y1, int x2, int y2)**
  - **drawString(String str, int x, int y)**
- Take a look at
  - **java.awt.Graphics** (for basic graphics)
  - **java.awt.Graphics2D** (for more sophisticated control)
  - The 2D Graphics Trail:
    http://java.sun.com/docs/books/tutorial/2d/
  - examples on the web site

19