Graphical User Interfaces: GUIs

- Components
- Flat Layouts
- Hierarchical Layouts
- Designing a GUI
- Coding a GUI
Components

- JLabel
  text/image display
- JTextField
  single line for text input/output
- JTextArea
  multiple lines for text input/output
- JButton
  used for decisions
- JFrame
  a basic window
Components

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Flat Layouts

GridLayout

BorderLayout

- NORTH
- CENTER
- SOUTH
- WEST
- EAST
Flat Layouts

**GridLayout**
- Added left to right, top to bottom
- Expands to fill horizontally and vertically
- Each space equal width and height

**BorderLayout**
- Not all positions must be filled
- CENTER expands horizontally and vertically
- NORTH and SOUTH expand horizontally
- WEST and EAST expand vertically
Flat Layouts

BorderLayout

![BorderLayout Example](image)

- Above is a JLabel in the BorderLayout NORTH.
- JButton in BorderLayout WEST.
- JTextArea Here in BorderLayout CENTER.
- JButton in BorderLayout EAST.
- Below is a JTextField in BorderLayout SOUTH.
Flat Layouts

GridLayout
Hierarchical Layouts

You can put layouts within layouts:
Hierarchical Layouts

Identify the BorderLayout and GridLayouts in the application on the right.
Hierarchical Layouts

CENTER

EAST
Hierarchical Layouts

GridLayout

Name: Chris
Status: cunning
# connected: 4

Community

jess

kathy

JAWS
Hierarchical Layouts

GridLayout
Hierarchical Layouts

Jeff: Jenny, I like your star, how did you do that?
Jenny: I just used the polygon-chase, just click on 5 points and you should be able to do.
Jeff: Great, that's not too bad. I like the zig-zags too.
Kathy: I bet you guys can't get a polygon like this one.
Hist: Jeff, drew a square on the Community Board and I'll do one of those Kathy: Cool polygons again.
Jeff: Oh, but you've got to show us how to do it.
Chris: I prefer the plain stuff like ovals, rectangles, and triangles.
Jenny: That's just because you can't do this cool polygon stuff.
Kathy: Try a polygon Chris, here I'll put a circle on the Community Board. Chris: How about that? I can too do the polygons. Let's see you do one Jenny. Jenny: I'll do a crown.
Hierarchical Layouts

CENTER

Jeff: Jenny, I like your star, how did you do that?
Jenny: I just used the polygon shape. Just click on 5 points and you should
Jenny: be able to do it
Jeff: Yeah, that’s not too bad. I like the zig-zags too.
Kathy: I’ll bet you guys can’t get a polygon like this one.
Kathy: Jeff, draw a square on the Community board and I’ll do one of those
Kathy: cool polygons again.
Jeff: Okay, but you’ve got to show us how to do it.
Chris: I prefer the plain stuff like ovals, rectangles, and triangles.
Jenny: That’s just because you can’t do the cool polygons stuff.
Kathy: Try a polygon Chris, here I’ll put a circle on the Community board.
Chris: How about that! I can too do the polygons, let’s see you do one Jenny.
Jenny: I’ll do a crown.

SOUTH
Hierarchical Layouts

Jeff: Jenny, I like your star. How did you do that?
Jenny: I just used the polygon shape. Just click on 5 points and you should be able to do it.
Jeff: Yeah, that's not too bad. I like the zig-zags too.
Kathy: I'll bet you guys can't get a polygon like this one.
Kathy: Jeff, draw a square on the Community board and I'll do one of those.
Kathy: cool polygons again.
Jeff: Okay, but you've got to show us how to do it.
Chris: I prefer the plain stuff like ovals, rectangles, and triangles.
Jeff: That's just because you can't do the cool polygon stuff.
Kathy: Try a polygon Chris, here I'll put a circle on the Community board.
Chris: How about that? I can too do the polygons. Let's see you do one Jenny. Jenny: I'll do a crown.
Hierarchical Layouts

- Virtually every layout we make is a hierarchy of GridLayout and BorderLayout
- Other Layouts include
  - BoxLayout
  - GridBagLayout
  - CardLayout
- Or: almost *no* Layout
  - FlowLayout
Designing a GUI

- What components are needed?
- Which components are of primary importance? Secondary?
- How do the components relate to each other?
- How big are the components?
- How can they be arranged into BorderLayout and GridLayout?
Coding a GUI

1. Declare the components as instance variables
2. Write a `makeComponents` method to initialize the components
3. Write a `layoutComponents` method to arrange the components
4. Write a constructor to call the above two methods
5. Write a `setVisible` method to set the primary component’s visibility (usually a JFrame).
Examples

- BorderExample.java (today)
- In code directory (GUIs.jar)
  - GridExample.java
  - CombinedExample.java
BorderExample.java

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

public class BorderExample
   extends JApplet
{
    JFrame frame;
    JTextArea middle;
    JTextField bottom;
    JButton left, right;
    JLabel title;
}
```
private void makeComponents()
{
frame=new JFrame("BorderExample");
middle=new JTextArea(10, 40);
bottom=new JTextField();
left=new JButton("left");
right=new JButton("right");
title=new JLabel("Title");
}
private void makeLayout()
{
    Container container=frame.getContentPane();
    container.setLayout(new BorderLayout());
    container.add(new JScrollPane(middle),
                BorderLayout.CENTER);
    container.add(title, BorderLayout.NORTH);
    container.add(left, BorderLayout.WEST);
    container.add(right, BorderLayout.EAST);
    container.add(bottom, BorderLayout.SOUTH);
    frame.pack();
}
BorderExample.java

public BorderExample()
{
    makeComponents();
    makeLayout();
}

public void setVisible(boolean vis)
{
    frame.setVisible(vis);
}
BorderExample.java

```java
public void init()
{
    main(null);
}

public static void main(String[] args)
{
    BorderExample example=new BorderExample();
    example.setVisible(true);
}
```
Event Handling

- Sequential (Single Thread) Model
- Event Model
- Making the GUI interactive
- Examples
- Practice
Event Model

AWT Event Loop

Program Thread
Making the GUI Interactive

1) `import java.awt.event.*`
2) `implements ActionListener`
3) `write method`
   `public void actionPerformed(ActionEvent e)`
4) `call addActionListener(this) for all JButtons`
Examples

AdderGUI.java

GameShell.java
Examples

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

public class AdderGUI
    extends JApplet
    implements ActionListener
public void actionPerformed(ActionEvent ae) {
    String addend0Text=addend0.getText();
    double addend0Number=Double.parseDouble(addend0Text);
    String addend1Text=addend1.getText();
    double addend1Number=Double.parseDouble(addend1Text);
    double answer=addend0Number+addend1Number;
    sum.setText(""+answer);
}
private void makeComponents()
{
    frame=new JFrame("Game Shell");
    addend0=new JTextField(8);
    addend1=new JTextField(8);
    sum=new JTextField(8);
    compute=new JButton("=");
    compute.addActionListener(this);
    plus=new JLabel("+");
    plus.setHorizontalAlignment(SwingConstants.CENTER);
    }

Examples

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

public class GameShell
extends JApplet
implements ActionListener
Examples

```java
public void actionPerformed(ActionEvent ae)
{
    Object cause=ae.getSource();
    if(cause==pause)
    {
        if(pause.getText().equals("Pause"))
        {
            pause.setText("Resume");
            shell.setText("Paused");
        }
        else
        {
            pause.setText("Pause");
            shell.setText("Game Running");
        }
    }
    if(cause==reset)
    {
        pause.setText("Start");
        shell.setText("Splash");
    }
}
```

GameShell.java
Examples

```java
pause = new JButton("Start");
pause.addActionListener(this);
reset = new JButton("Start New Game");
reset.addActionListener(this);
```