

Swing Basics

- 1.** Redo any or all of the exercises from the AWT GUI Controls exercise in Swing. A good one to start with might be the one where you had three buttons in a Frame, each of which changed the background color of the window.

Note: if you want to try something with a JApplet, you might want to start by copying the “JAppletExample” code from my “swing” project. Similarly, if you want to try something with a JFrame, start by copying my “JFrameExample” class. Remember also that WindowUtilities (for setting the look-and-feel) and ExitListener (for killing the app when a certain window is closed) are classes that I wrote. So, if you want to use them on your exercises, copy them over from the “swing” project.

- 2.** Make a stand-alone application (i.e., not an applet) using a JFrame. Include a JTextField and a JButton that, when pressed, clears the contents of the textfield.
- 3.** Add a button to (2) that, when pressed, pops up a JColorChooser that changes the background color of the window (or the foreground color of the textfield, if you prefer).
- 4.** Try some of the GUI controls that are available in Swing but not the AWT. In particular, try a slider, color chooser, tree, list, alert dialog box, image button, internal frame, or editor pane.