CMSC 132: Object-Oriented Programming II

Graphic User Interface (GUI)

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Graphical User Interface (GUI)

User interface
- Interface between user and computer
- Both input and output
- Affects usability of computer

Interface improving with better hardware
- Switches & light bulbs
- Punch cards & teletype (typewriter)
- Keyboard & black/white monitor (text)
- Mouse & color monitor (graphics)
GUI Topics

- Model-View-Controller model
- Java support for GUIs
  - Containers
  - Components
  - Events
- Event-driven programming
Model-View-Controller (MVC)

- Model for GUI programming (Xerox PARC ’78)
- Separates GUI into 3 components
  1. Model ⇒ application data
  2. View ⇒ visual interface
  3. Controller ⇒ user interaction
MVC Model of GUI Design

**Model**
- Should perform actual work
- Should be independent of the GUI
  - But can provide access methods

**Controller**
- Lets user **control** what work the program is doing
- Design of controller depends on model

**View**
- Lets user see what the program is doing
- Should not display what controller **thinks** is happening (base display on model, not controller)
Java GUI Classes

- AWT (Abstract Window Toolkit) (java.awt.*)
  - Old GUI framework for Java (Java 1.1)
  - Some reliance on native code counterparts
  - Platform independence problems

- Swing (javax.swing.*)
  - New GUI framework first introduced in Java 1.2
  - Includes AWT features plus many enhancements
  - Pure Java components (no reliance on native code)
  - Pluggable look and feel architecture

- SWT (Standard Widget Toolkit; from Eclipse)
Creating a GUI in Java

1. Define a **container** to hold components
   - Examples: JFrame, JPanel, JApplet...

2. Add **GUI components** to the container
   - Examples: JButton, JTextField, JScrollBar...
   - Use layout manager to determine positions

3. Add actions to GUI
   - Add event listeners to GUI components
GUI Elements 1 – Container

Definition
- Abstractions occupying space in GUI

Properties
- Usually contain one or more widgets
- Can be nested in other containers

Examples
- JFrame, JDialog, JPanel, JScrollPane
Java Containers

- JFrame
- JDialog
**JFrame Structure**

- Most things go into content pane
  - `getContentPane()`
- Use glassPane for pop up menus, some animations
- Methods
  - `getRootPane()`
  - `getLayeredPane()`
  - `getContentPane()`
  - `getGlassPane()`
- Can set...Pane explicitly

LayeredPane manages (optional) JMenuBar
LayeredPane contains contentPane
GUI Elements 2 – Component

Definition

- Actual items (widgets) user sees in GUI

Examples

- Labels (fixed text)
- Text areas (for entering text)
- Buttons
- Checkboxes
- Tables
- Menus
- Toolbars
- Etc…
Java Components

- JButton
- JMenu
Java Components

- JCheckBox
- JRadioButton
Java Components

- JTree
**Java Components**

**JTable**

![C-ISAM Demo](image)

```sql
SELECT * from cisamdemo where account = '70000000009' and dollars > 1000
```

<table>
<thead>
<tr>
<th>DD</th>
<th>CONFIRM</th>
<th>PROCDATE</th>
<th>CONTROL</th>
<th>DOLLARS</th>
<th>DEALER</th>
<th>TERRITORY</th>
<th>CURRTRAN</th>
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<td>06</td>
<td>210</td>
</tr>
</tbody>
</table>
Java Components

- JTable
  - Each JTable object
    - Gets its data from an object implementing TableModel interface
    - Displays contents of TableModel object
  - DefaultTableModel class implements TableModel
  - Many different ways to use JTable to display data
Layout

Definition

- Arrangement of GUI components in container

Layout specification

- Logical terms (2\textsuperscript{nd} row, 1\textsuperscript{st} column, left)
  - Preferred approach
- Actual coordinates (100 pixels, 5 inches)
  - Can be too rigid, limited to certain window sizes
Java Layout Manager

- Layout manager
  - Entity translating layout specifications into actual coordinates at runtime, depending on conditions

- Examples
  - FlowLayout
  - BorderLayout
  - GridLayout
  - GridBagLayout
Java Layout Manager

FlowLayout

- Lays out components from left to right
Java Layout Manager

- **BorderLayout**
  - Designates portions of the container as North, South, East, West, and Center
Java Layout Manager

GridLayout
- Lays out components in a grid (rows & columns)
- Makes components the same size
Java Layout Manager

- **GridLayout**
  - Uses rows and columns of varying lengths
  - Very flexible
GUI Elements 3 – Events

Definition

- Action or condition occurring outside normal flow of control of program

Examples

- Mouse clicks
- Keyboard input
- Menu selections
- Window actions
Event-driven Programming

- Normal (control flow-based) programming
  - Approach
    - Start at main()
    - Continue until end of program or exit()

- Event-driven programming
  - Unable to predict time & occurrence of event
  - Approach
    - Start with main()
    - Build GUI
    - Await events (& perform associated computation)
Event-driven Programming in Java

During implementation
- Implement event listeners for each event
- Usually one event listener class per widget

At run time
- Register listener object with widget object
- Java generates event object when events occur
- Java then passes event object to event listener
Event Handling in Action

Events

Event $e_2$

Event Handlers

$e_3$

$e_3$

State = $S_0$

Registered Event Handlers

Can handle an event of type $e_1$

Dispatcher

Execution Environment
GUls are Event-Driven Software

User events invoke event handlers

User Events

Event Handlers

- newDocActionPerformed (java.awt.event.ActionEvent evt)
- fileSaveActionPerformed (java.awt.event.ActionEvent evt)
- changeFontSizeActionPerformed (java.awt.event.ActionEvent evt)
Event-driven Programming in Java

Example listeners & actions causing event

- **ActionEvent**  ⇒ clicking button in GUI
- **CaretEvent**  ⇒ selecting portion of text in GUI
- **FocusEvent**  ⇒ component gains / loses focus
- **KeyEvent**  ⇒ pressing key
- **ItemEvent**  ⇒ selecting item from pull-down menu
- **MouseEvent**  ⇒ dragging mouse over widget
- **TextEvent**  ⇒ changing text within a field
- **WindowEvent**  ⇒ closing a window

In Java

- GUI events handled in event dispatching thread
Event Dispatching Thread

- Background thread to process events
  - From AWT graphical interface event queue
- These events are mainly updates that
  - Cause components to redraw themselves
  - Represent input events
- Swing uses a single-threaded painting model
  - Event Dispatching thread is the only valid thread for updating GUI components
  - Avoid updating GUI components from other threads
  - A source of common bugs
Event Dispatching Thread

Example code

- Allows current thread to execute GUI code in dispatching thread
- createAndDisplayGUI
  - Method that actually defines the GUI

```java
javax.swing.SwingUtilities.invokeLater(new Runnable()
{
    public void run()
    {
        createAndDisplayGUI();
    }
});
```
Java Support For GUIs

Several GUI code examples

Additional Resources
- Appendix C of textbook
- Javadoc for the JDK
- Swing tutorial
- Course slides and code handouts
- Java Ranch