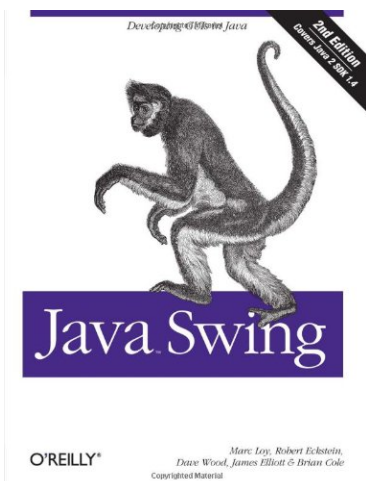


[PDF] Java Swing, Second Edition

Robert Eckstein, James Elliott, Marc Loy, David Wood, Brian Cole - pdf download free book



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Description:

Java Swing, long regarded as the authoritative book on using the Swing classes, is available in a new edition that builds on a solid foundation in exploring the Java 2 Swing additions and modifications. This is a big, tremendously detailed, exhaustively researched, and ultimately authoritative reference that pushes the limits of what a book can do toward eliminating the necessity of writing experimental programs to see how Swing classes work in practice. You'll find in these pages bits of software that show how most of Swing works: all of the major features get lavish attention, while most of the minor classes are demonstrated adequately, as well.

You could probably find demonstrations free of charge on the Internet, however. The true value of this work is in the comments its five authors have attached to their

copious examples. They can be quite specific: at least one such segment warns that default Swing behavior violates Mac OS X user interface guidelines and explains how to work around the problem. Another section explains how the methods of the UndoableEdit class can be used in various ways, to implement different user interface behavior options. Some readers will head straight to the O'Reilly Web site, where they can grab the code and examine it in an editor rather than in print--code listings take up a lot of space here--but everyone will appreciate the concise hierarchy, method, and property documentation, as well as the wisdom contained in the prose. --*David Wall*

Topics covered: The Swing classes for creating graphical user interfaces in the Java programming language. It covers all the windowing stuff--dialogs, buttons, containers, layouts, lists, and that kind of thing--as well as tables, trees, text-manipulation classes, formatted text, drag and drop, and accessibility support.

About the Author

Marc Loy is a senior programmer at Galileo Systems, LLC, but his day job seems to be teaching Java and Perl to various companies -- including Sun Microsystems. He has played with Java since the alpha days and can't find his way back to C. He is developing an interactive learning application at Galileo written entirely in Java. He received his master's degree in computer science at the University of Wisconsin-Madison, and still lives in Madison with his partner, Ron Becker. He does find time to relax by playing the piano and/or throwing darts, depending on how successful the day of teaching or programming was.

Robert Eckstein, an editor at O'Reilly, works mostly on Java books (notably Java Swing) and is also responsible for the XML Pocket Reference and Webmaster in a Nutshell, 2nd Edition. In his spare time he has been known to provide online coverage for popular conferences. He also writes articles for JavaWorld magazine. Robert holds bachelor's degrees in computer science and communications from Trinity University. In the past, he has worked for the USAA insurance company and more recently spent four years with Motorola's cellular software division. He is the co-author of Using Samba.

David Wood is Technical Director of Plugged In Software in Brisbane, Australia, where he works with a wonderful team producing Java custom software. In his eclectic career he has been a ship's navigator, deep sea salvage engineer, and aerospace project manager for the U.S. Navy, and consulted to Lawrence Livermore National Laboratory and Netscape. David enjoys hiking and sailing with his very patient wife and teaching his son Perl before he goes to kindergarten. David holds degrees in mechanical, electrical, aeronautical, and astronautical engineering from the U.S. Naval Postgraduate School and the Virginia Military Institute.

a senior software engineer at Berbee, with over ten years professional experience as a systems developer. He started designing with objects well before work environments made it convenient, and has a passion for building high-quality Java tools and frameworks to simplify the tasks of other developers.

has been working with Java since its early days and teaches the language at venues ranging from Sun Microsystems to public high school. He has a BA from Oberlin College and an M.S. from the University of Wisconsin-Madison.

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Package javax.swing. Provides a set of "lightweight" (all-Java language) components that, to the maximum degree possible, work the same on all platforms. See: Description. Interface Summary. This class loosely implements the java.util.Vector API, in that it implements the 1.1.x version of java.util.Vector, has no collection class support, and notifies the ListDataListeners when changes occur. DefaultListModel. Default data model for list selections. Swing in Java is a Graphical User Interface (GUI) toolkit that includes the GUI components. Swing provides a rich set of widgets and packages to make sophisticated GUI components for Java applications. Swing is a part of Java Foundation Classes (JFC), which is an API for Java programs that provide GUI. The Java Swing library is built on top of the Java Abstract Window Toolkit (AWT), an older, platform dependent GUI toolkit. Before Java Swing, Abstract Windowing Toolkit (AWT) is the one to create different GUIs. However, because of its disadvantages on platform-dependent, heavy-weight, few-components, it has been replaced by Java Swing, which is built on top of the AWT package. In this article, we focus on Java Swing, which has a large set of components, such as JFrame, JButton, JMenu, etc. we cover the most-often-used components in Java Swing and each component will be explained with an example. AWT, Swing & Java 2D are used for building graphical user interfaces (GUIs) in java. In this tutorial we will mainly discuss about Swing API which is used for building GUIs on the top of AWT and are much more light-weight compared to AWT. A Simple swing example. In the below example we would be using several swing components that you have not learnt so far in this tutorial. We will be discussing each and everything in detail in the coming swing tutorials. The below swing program would create a login screen. Swing is a GUI widget toolkit for Java. It is part of Oracle's Java Foundation Classes (JFC) an API for providing a graphical user interface (GUI) for Java programs. Swing was developed to provide a more sophisticated set of GUI components than the earlier Abstract Window Toolkit (AWT). Swing provides a look and feel that emulates the look and feel of several platforms, and also supports a pluggable look and feel that allows applications to have a look and feel unrelated to the underlying platform