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9th Step (Cont)



Written by Mohd Khalid Kasmin

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Step by Step into Java Programming for University Physics Student

By
Mohd Khalid Kasmin

B. Building user interface (UI) - putting in the components.

Now that we have a proper blank form, we can start filling the form with the suitable graphical components. For introduction to GUI programming an appropriate application to build (for a physics student) is a simple solver. So, our first exercise is to build an application that takes two numbers and multiply them and display the result.

With GUI we usually give input values to an application via input boxes that are labelled. When all inputs are typed in properly, we click on a button to ask the application to execute the job. Hence in this exercise, we'll do just that. The target now is to construct a user interface that looks like Figure 9.5 below.

This application takes two numbers A and B and multiply them. Please type in the values of A and B in the boxes provided and click on the "Calculate" button to see the result of the multiplication.

Apps made by Mohd Khalid Kasmin (Thursday Aug 30th 2007)

A : B :

A × B = -----

Figure 9.5

1. Problem/application description box.

- In the palette pane click on Swing component named JTextPane (Note: click just once). Move the mouse pointer on top of your JFrame (Note: just move, not drag). When you see a little white box with orange border, position it somewhere near the top part of your JFrame and click once. The JTextPane is then attached on the JFrame. Adjust its size with the help of the sizing hook around the perimeter of the JTextPane.
- Edit the text property of the JTextPane with the description of your application.

2. Input boxes

- In the palette pane click on Swing component named JTextField . Next, move the mouse pointer on top of your JFrame. When you see a white box with the word "jTextField1", position it to the left and under the JTextPane1.
- Click on Swing component JTextField in the palette pane again. Move the mouse pointer on top of the JFrame, you should get a second JTextField named jTextField2. Position it to the right of jTextField1.

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