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 Window-Utilities (for setting the look-and-feel -- use Nimbus) 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.