

SquintFreeTouchyButton.java vs. TouchyButton.java

SquintFreeTouchyButton.java - /Volumes/A-Huge-Hunk-of-Data/Real-Files/teaching/Textbook-proje

TouchyButton.java - /Volumes/A-Huge-Hunk-of-Data/Real-Files/teaching/Textbook-projects/Netwo

1

import javax.swing.\*;

2

import java.awt.\*;

3

import java.awt.event.\*;

4

// A small (and familiar) program to illustrate some basic GUI features

5

// provided by the standard Java Swing Library.

6

// The program adds a copy of the words "That tickles" to the display

7

// each time its button is pressed

8

public class SquintFreeTouchyButton extends JFrame implements ActionListener

9

{

10

private final int WINDOW\_WIDTH = 170, WINDOW\_HEIGHT = 300;

11

private JLabel aLabel = new JLabel( "Click on the button below" );

12

private JButton aButt = new JButton( "Click Here" );

13

// Make it easy to access the content pane

14

private Container contentPane;

15

// Create the user interface window

16

public SquintFreeTouchyButton() {

17

this.setSize( WINDOW\_WIDTH, WINDOW\_HEIGHT );

18

this.setVisible( true );

19

contentPane = this.getContentPane();

20

contentPane.setLayout( new FlowLayout() );

21

contentPane.add( aLabel );

22

contentPane.add( aButt );

23

aButt.addActionListener( this );

24

validate();

25

}

26

// Add text to the window whenever the user clicks

27

public void actionPerformed((ActionEvent e) {

28

contentPane.add( new JLabel( "That tickles!" ) );

29

validate();

30

}

31

}

1

import squint.\*;

2

import javax.swing.\*;

3

// A small (and familiar) program to illustrate some basic GUI features

4

// provided by Squint.

5

// The program adds a copy of the words "That tickles" to the display

6

// each time its button is pressed

7

public class TouchyButton extends GUIManager

8

{

9

private final int WINDOW\_WIDTH = 170, WINDOW\_HEIGHT = 300;

10

private JLabel aLabel = new JLabel( "Click on the button below" );

11

private JButton aButt = new JButton( "Click Here" );

12

// Create the user interface window

13

public TouchyButton() {

14

this.createWindow( WINDOW\_WIDTH, WINDOW\_HEIGHT );

15

contentPane.add( aLabel );

16

contentPane.add( aButt );

17

}

18

// Add text to the window whenever the user clicks

19

public void buttonClicked( ) {

20

contentPane.add( new JLabel( "That tickles!" ) );

21

}

22

}

status: 10 differences

Actions