CS 106A, Lecture 23
Interactors and GCComboBox

suggested reading:

Java Ch. 10.5-10.6
Plan for today

• Announcements
• Review: Inheritance
• Extending GCanvas
• Interactors
  – JButton
  – JLabel
  – JTextField
• Example: TipCalculator
Learning Goals

• Know how to create graphical user interfaces (GUIs) with Java’s interactive components
Plan for today

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  – JLabel
  – JTextField
• Example: TipCalculator
Announcements

• Assignment 6: BiasBars is out!
  – You will create a tool to visualize gender bias in our use of language
  – I will give a brief overview of the assignment’s different classes tomorrow
    • You will get more out of tomorrow’s discussion if you read the whole spec tonight
  – No late days on this assignment
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Inheritance lets us relate our variable types to one another.
Variable types can seem to “inherit” from each other. We don’t want to have to duplicate code for each one!
public class Name extends Superclass {

  Example:
  public class Programmer extends Employee {
    ...
  }

• By extending Employee, this tells Java that Programmer can do everything an Employee can do, plus more.
• Programmer automatically inherits all of the code from Employee!
• The superclass is Employee, the subclass is Programmer.
public class KarelProgrammer extends Programmer {
    private int numBeepersPicked;
    ...  
    public void pickBeepers() {
        numBeepersPicked += 2;
    }
}

KarelProgrammer colin = new KarelProgrammer("Colin");
colin.pickBeepers(); // from KarelProgrammer

KarelProgrammer colin = new KarelProgrammer("Colin");
colin.code(); // from Programmer!
colin.promote(); // From Employee!
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A **GCanvas** is the canvas area that displays all graphical objects in a **GraphicsProgram**.

When you create a **GraphicsProgram**, it automatically creates a **GCanvas** for itself, puts it on the screen, and uses it to add all graphical shapes.

**GCanvas** is the one that contains methods like:

- getElementAt
- add
- remove
- getWidth
- getHeight
- ...
public class Graphics extends GraphicsProgram {
    public void run() {
        // A GCanvas has been created for us!
        GRect rect = new GRect(50, 50);
        add(rect); // adds to the GCanvas!

        ...

        // Checks our GCanvas for elements!
        GObject obj = getElementAt(25, 25);
    }
}
Extending GCanvas

```java
public class Graphics extends Program {
    public void run() {
        // We have to make our own GCanvas now
        MyCanvas canvas = new MyCanvas();
        add(canvas);

        // Can’t do this anymore, because we are not using GraphicsProgram’s provided canvas
        // GObject obj = getElementAt(...);
    }
}
```
public class Graphics extends Program {
    public void run() {
        // We have to make our own GCanvas now
        MyCanvas canvas = new MyCanvas();
        add(canvas);

        // Operate on this canvas
        GObject obj = canvas.getElementAt(...);
    }
}
public class MyCanvas extends GCanvas {
    public void addCenteredSquare(int size) {
        GRect rect = new GRect(size, size);
        int x = getWidth() / 2.0 - rect.getWidth() / 2.0;
        int y = getHeight() / 2.0 - rect.getHeight() / 2.0;
        add(rect, x, y);
    }
}
Extending GCanvas

```java
public class Graphics extends Program {
    public void run() {
        // We have to make our own GCanvas now
        MyCanvas canvas = new MyCanvas();
        add(canvas);

        canvas.addCenteredSquare(20);
    }
}
```
Sometimes, we want to be able to have all of our graphics-related code in a separate file.

To do this, instead of using the provided GraphicsProgram canvas, we define our own subclass of GCanvas, have our program extend Program, and add our own canvas ourselves.

Then, all graphics-related code can go in our GCanvas subclass.
The init method

- **init** is a special public method, like **run**, that is called when your program is being initialized.
- Unlike **run**, however, it is called *before* your program launches, letting you do any initialization you need.

```java
public class MyProgram extends GraphicsProgram {
    public void init() {
        // executed before program launches
    }

    public void run() {
        // executed after program launches
    }
}
```
The init method

- `init` is typically used to initialize graphical components, such as adding a custom `GCanvas` to the screen.

```java
public class MyProgram extends Program {
    private MyCanvas canvas;
    public void init() {
        canvas = new MyCanvas();
        add(canvas);
    }

    public void run() {
        canvas.addCenteredSquare(20);
    }
}
```
Common Bugs

• When you are using a custom canvas, make sure to not call `getWidth` or `getHeight` on the canvas until it is shown onscreen!

```java
public class MyProgram extends Program {
    private MyCanvas canvas;
    public void init() {
        // canvas not created yet!
        canvas = new MyCanvas();
        // canvas not added yet!
        add(canvas);
        // window not showing yet!
    }

    public void run() {
        // good to go
    }
}
```
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# Interactors

<table>
<thead>
<tr>
<th>JButton</th>
<th>JCheckBox</th>
<th>JRadioBox</th>
<th>JLabel</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="OK" /></td>
<td><img src="image" alt="Check" /></td>
<td><img src="image" alt="Radio" /></td>
<td><img src="image" alt="Image and Text" /></td>
</tr>
<tr>
<td>JPasswordField</td>
<td>JSlider</td>
<td>JToolBar</td>
<td>Text-Only Label</td>
</tr>
<tr>
<td>Years: 30</td>
<td><img src="image" alt="Frames Per Second" /></td>
<td></td>
<td></td>
</tr>
<tr>
<td>JComboBox</td>
<td>JList</td>
<td>JMenuBar, JMenu, JMenuItem</td>
<td></td>
</tr>
<tr>
<td>Pig</td>
<td>January</td>
<td>A Menu</td>
<td>A text-only menu item</td>
</tr>
<tr>
<td>Bird</td>
<td>February</td>
<td>Another Menu</td>
<td>Both text and icon</td>
</tr>
<tr>
<td>Cat</td>
<td>March</td>
<td></td>
<td>A radio button menu item</td>
</tr>
<tr>
<td>Dog</td>
<td>April</td>
<td></td>
<td>A check box menu item</td>
</tr>
<tr>
<td>Rabbit</td>
<td></td>
<td></td>
<td>A submenu</td>
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<tr>
<td>Pig</td>
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<tr>
<td>JColorChooser</td>
<td>JFileChooser</td>
<td>JTable</td>
<td>JTree</td>
</tr>
<tr>
<td><img src="image" alt="Swatches HSB RGB" /></td>
<td><img src="image" alt="Open" /></td>
<td>First Name</td>
<td>First Name</td>
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<td></td>
<td></td>
<td>Last Name</td>
<td>Last Name</td>
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<tr>
<td>emacslib</td>
<td>Jeff</td>
<td>Dinkins</td>
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<td>host-news</td>
<td>Ewan</td>
<td>Dinkins</td>
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</tbody>
</table>
Interactors

JComponent

JButton

JLabel

JTextField
Window Regions

- In graphics or console programs, the window is divided into five regions:

- The **CENTER** region is typically where the action happens.
  - **ConsoleProgram** adds a console there
  - **GraphicsProgram** puts a **GCanvas** there

- Other regions are visible only if you add an interactor to them using `add(component, REGION)`;

- Interactors are automatically centered within each region.
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JButton

Tehehe

Press me
import java.awt.event.*;
import javax.swing.*;

JButton button = new JButton("Press me");
add(button, SOUTH);
Responding To Button Clicks

To respond to events from interactors, we must do the following:

1. Call `addActionListeners()` at the end of `init`, *once we are done adding buttons*. This tells Java to let us know if any of the previous buttons were clicked.

2. Implement the public `actionPerformed` method. This method is called whenever a button is clicked.
public class Interactors extends ConsoleProgram {
    public void init() {
        JButton yayButton = new JButton("Yay");
        add(yayButton, SOUTH);
        JButton nayButton = new JButton("Nay");
        add(nayButton, SOUTH);
        addActionListeners();
    }

    public void actionPerformed(ActionEvent event) {
        ... // ?
    }
}
The `ActionEvent` parameter contains useful event information.

- Use `getSource` or `getActionCommand` to figure out what button or component was interacted with.

```java
public void actionPerformed(ActionEvent event) {
    String command = event.getActionCommand();
    if (command.equals("Save File")) {
        // user clicked the Save File button
        ...
    }
}
```

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>e.getActionCommand()</code></td>
<td>a text description of the event (e.g., the text of the button clicked)</td>
</tr>
<tr>
<td><code>e.getSource()</code></td>
<td>the interactor that generated the event</td>
</tr>
</tbody>
</table>
JButton Example
public class Interactors extends ConsoleProgram {
    private JButton yayButton;
    private JButton nayButton;
    public void init() {
        yayButton = new JButton("Yay");
        add(yayButton, SOUTH);
        nayButton = new JButton("Nay");
        add(nayButton, SOUTH);
        addActionListeners();
    }

    public void actionPerformed(ActionEvent event) {
        if (event.getSource() == yayButton) {
            println("Yay");
        } else if (event.getSource() == nayButton) {
            println("Nay");
        }
    }
}

public class Interactors extends ConsoleProgram {
    private JButton yayButton;
    private JButton nayButton;

    public void init() {
        JButton yayButton = new JButton("Yay");
        add(yayButton, SOUTH);
        JButton nayButton = new JButton("Nay");
        add(nayButton, SOUTH);
        addActionListeners();
    }

    public void actionPerformed(ActionEvent event) {
        if (event.getActionCommand().equals("Yay")) {
            println("Yay");
        } else if (event.getActionCommand().equals("Nay")) {
            println("Nay");
        }
    }
}
public class Interactors extends ConsoleProgram {
    public void init() {
        JButton yayButton = new JButton("Yay");
        add(yayButton, SOUTH);
        JButton nayButton = new JButton("Nay");
        add(nayButton, SOUTH);
        addActionListeners();
    }

    public void actionPerformed(ActionEvent event) {
        println(event.getActionCommand());
    }
}

JButton Example #2
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• Example: TipCalculator
JLabel label = new JLabel("Hello, world!");
add(label, SOUTH);
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• Example: TipCalculator
JTextField field = new JTextField(10);
add(field, SOUTH);
JTextField field = new JTextField(10);
add(field, SOUTH);

// Set the text in the text field
field.setText("Hello!");

// Get the text currently in the text field
String text = field.getText();
JTextField Example

CS 106A
rocks socks!
#KarelTheRobot
public class Interactors extends ConsoleProgram {
    private JTextField textField;

    public void init() {
        textField = new JTextField(10);
        add(textField, SOUTH);
        JButton goButton = new JButton("Go");
        add(goButton, SOUTH);
        addActionListeners();
    }

    public void actionPerformed(ActionEvent event) {
        println(textField.getText());
    }
}
Detecting the ENTER key pressed in a JTextField requires extra work.

```java
JTextField field = new JTextField(10);

// Tells Java to listen for ENTER on the text field
field.addActionListener(this);

// Sets the action command (like JButtons) to “Go”
field.setActionCommand("Go");

add(field, SOUTH);
```
Detecting the ENTER key pressed in a JTextField requires extra work.

```java
JTextField field = new JTextField(10);
field.addActionListener(this);
field.setActionCommand("Go");
add(field, SOUTH);

... public void actionPerformed(ActionEvent event) {
    if (event.getActionCommand().equals("Go")) {
        ...
    }
}
```
Oftentimes, a text field has a “corresponding” button that takes action with the entered text. If we set the text field’s action command to be the same as its corresponding button, we can check for both a click and ENTER at once!
public void init() {
    JButton button = new JButton("Go");
    add(button, SOUTH);
    JTextField field = new JTextField(10);
    field.addActionListener(this);
    field.setActionCommand("Go");
    add(field, SOUTH);
    addActionListeners();
}

public void actionPerformed(ActionEvent event) {
    if (event.getActionCommand().equals("Go")) {
        ...
    }
}
public void init() {
    JButton button = new JButton("Go");
    add(button, SOUTH);
    JTextField field = new JTextField(10);
    field.addActionListener(this);
    field.setActionCommand("Go");
    add(field, SOUTH);
    addActionListeners();
}

public void actionPerformed(ActionEvent event) {
    if (event.getActionCommand().equals("Go")) {
        ...
    }
}
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• Example: TipCalculator
Let’s write a program called **TipCalculator** that uses interactors to calculate the tip for a bill.
Let’s write a program called **TipCalculator** that uses interactors to calculate the tip for a bill.

- The program should calculate the appropriate tip depending on the button the user clicks on.
- The console should clear when a new tip is calculated (hint: use `clearConsole()`).
- Convert a string into a double using `Double.parseDouble(str);`
Recap

• Extending GCanvas
• Interactors: JButton, JLabel, JTextField
• Example: TipCalculator

Next time: GCanvas