

## Creating User Interfaces Using Swing

(2 days hands-on)

This course shows how to create contemporary user interfaces in Java using Swing. Swing provides a rich set of components for building desktop GUI applications, including table controls, tree controls, list controls, and so on. Swing also provides APIs for drag-and-drop, accessing the Desktop and the System Tray, and performing copy-and-paste operations with the Clipboard. This course covers all of these features, and also addresses advanced issues such as defining custom models, renderers, and editors.

### Contents:

- **Getting Started with Swing:** Introduction to Swing; Swing example application
- **Containers and Components:** Overview of panes and components; Using panes in a UI; Adding components to panes
- **Layouts and Dialogs:** Overview of layout managers; Using layout managers effectively; Displaying dialog boxes
- **Tables and Trees:** Overview of JTable; Configuring and using JTable; Overview of JTree; Populating a JTree; Handling events and inserting/removing nodes
- **Defining Custom Models:** Recap MVC concepts; Defining a custom table model; Defining a custom tree model
- **Defining Custom Renderers and Editors:** Overview of renderers and editors; Defining a custom cell renderer; Defining a custom cell editor
- **Globalization and Localization:** Internationalization fundamentals; List resource bundles; Component orientation
- **Accessibility:** Overview of accessibility; Accessibility guidelines; Defining actions and key bindings
- **Drag and Drop and Data Transfer:** Overview of data transfer; Adding data transfer support to components; Extending Dnd support; Additional techniques
- **Integrating with the Desktop and the System Tray:** Integrating with the desktop; Accessing the system tray

### Who Should Attend:

This training course is aimed at Java programmers who need to create user interfaces using Swing.

### Prerequisites:

Java programming experience.