

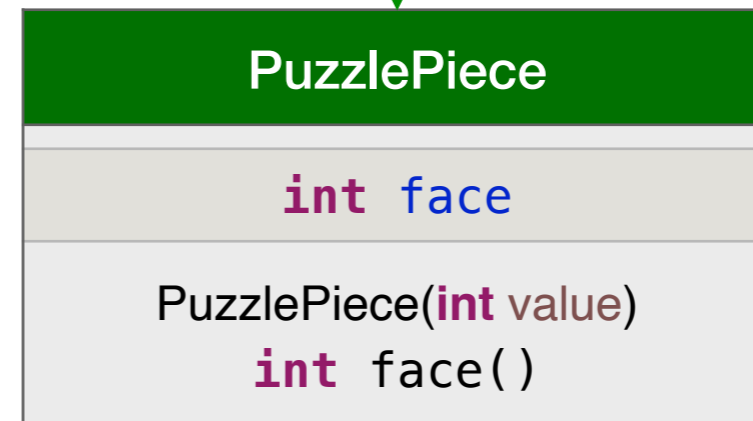
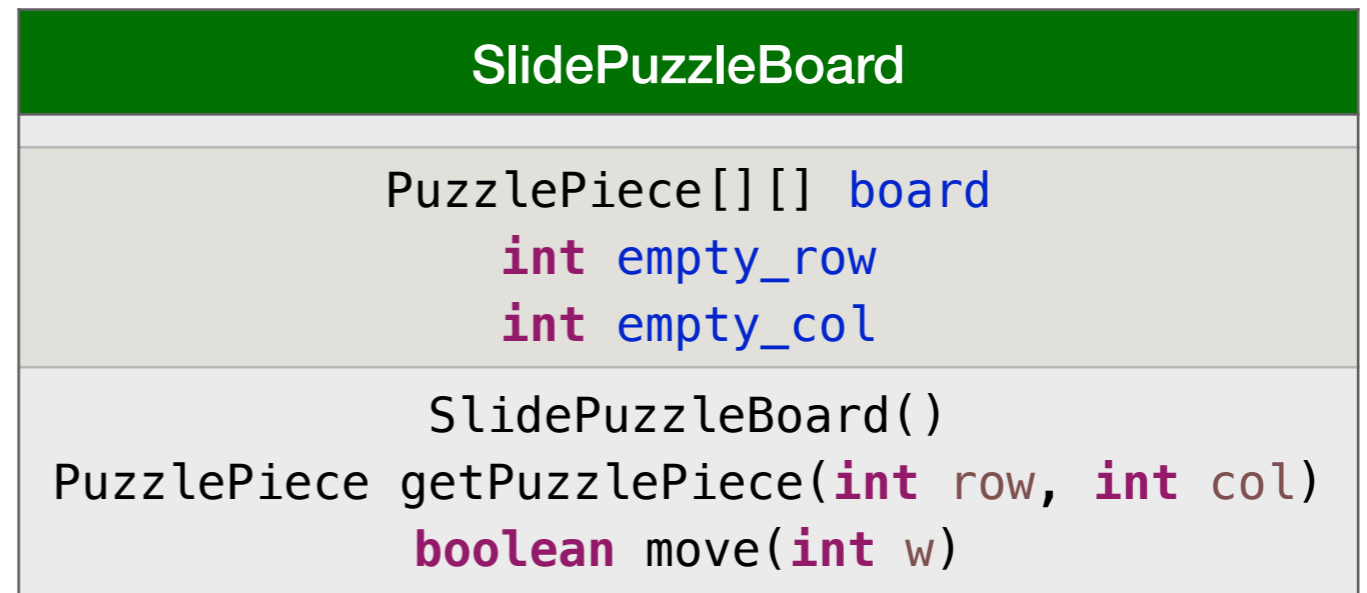
GUI와 이벤트 구동 프로그래밍

2

Graphical User Interface and Event-Driven Programming



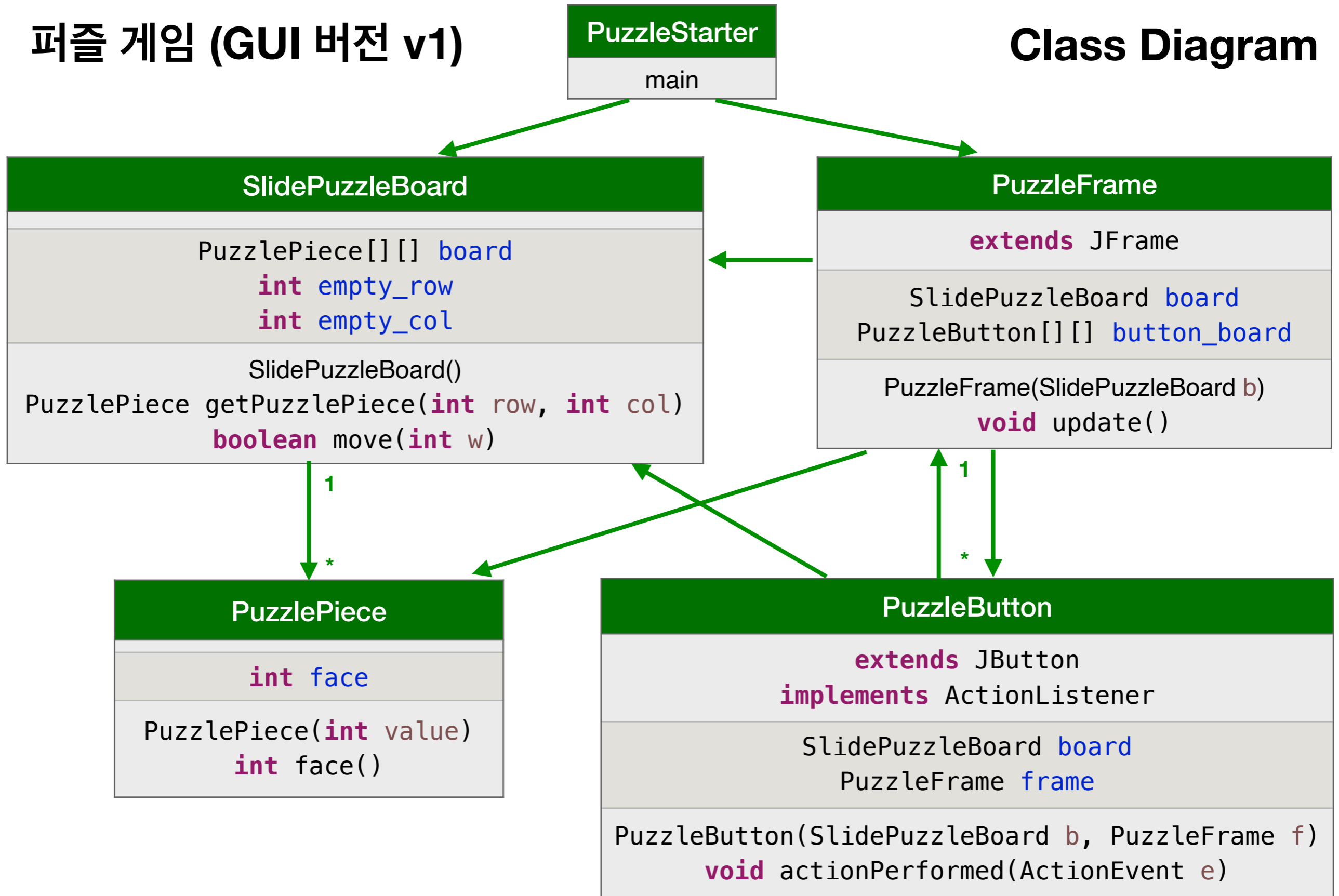
실습 #1 - 퍼즐 게임 (GUI 버전)



PuzzlePiece 를 모두 버튼으로!

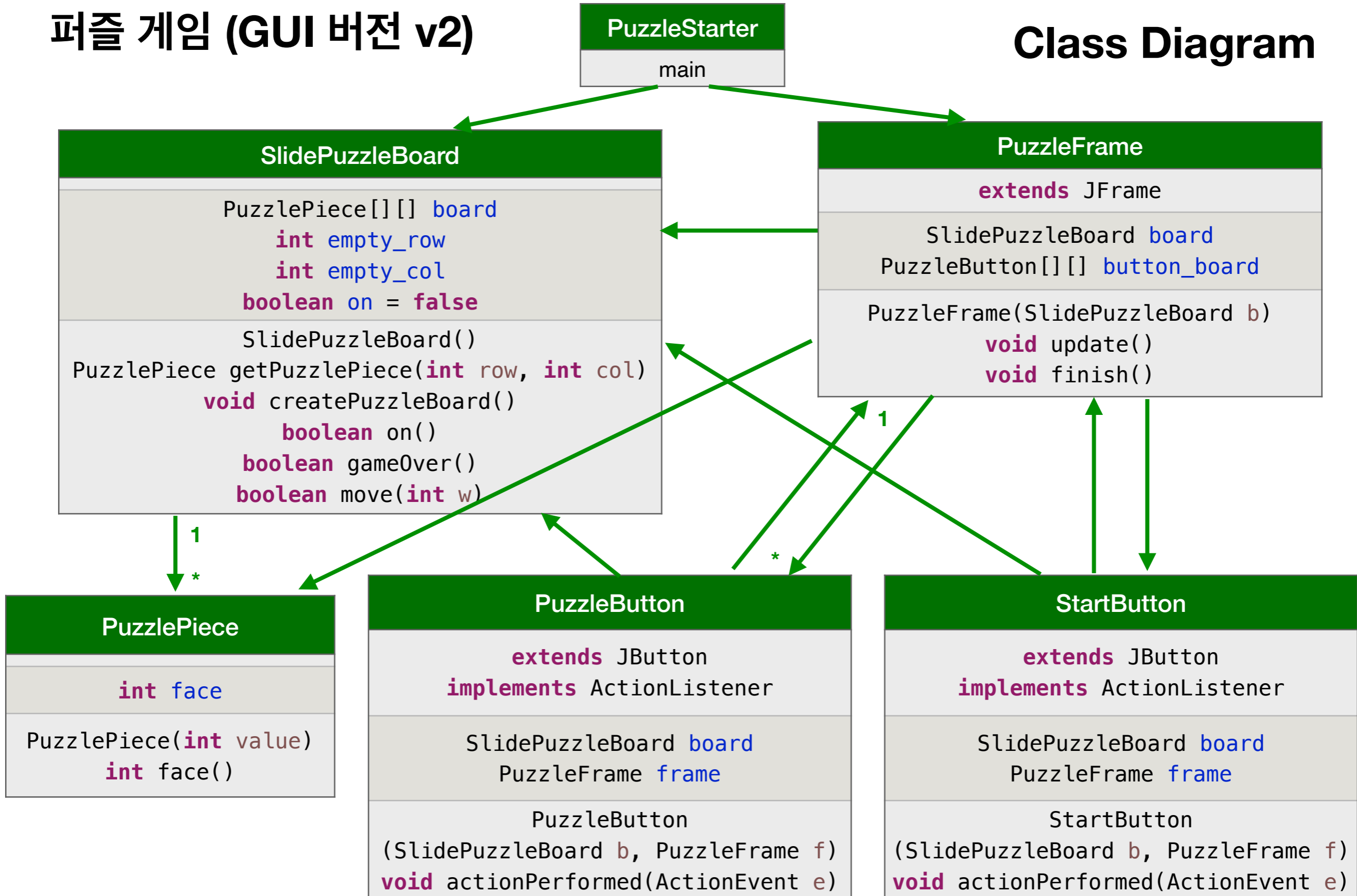
퍼즐 게임 (GUI 버전 v1)

Class Diagram



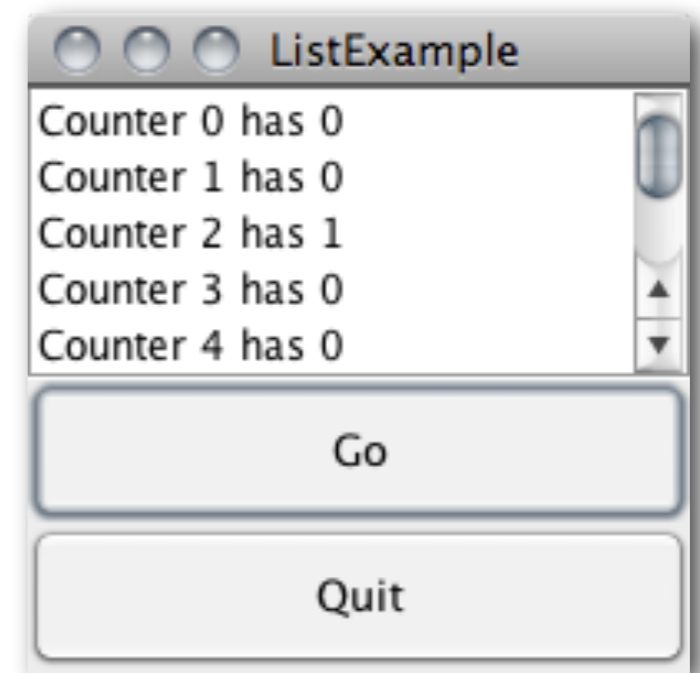
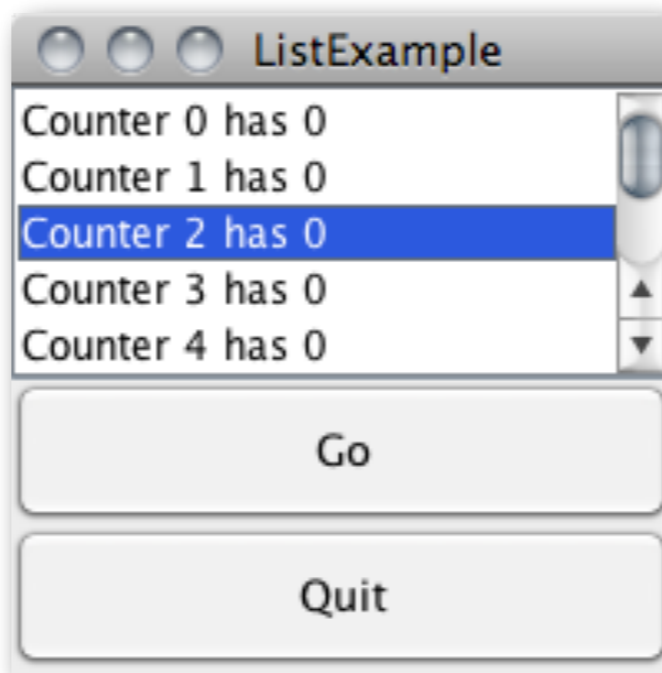
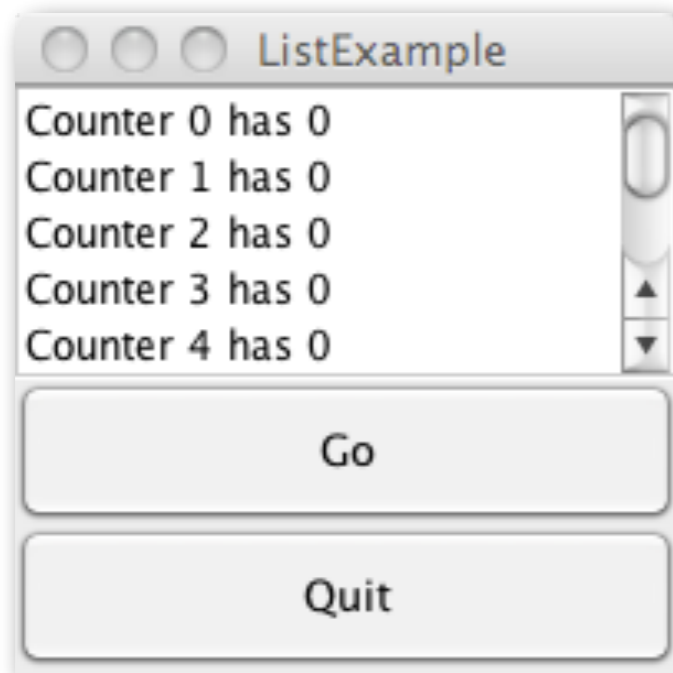
퍼즐 게임 (GUI 버전 v2)

Class Diagram



실습 #2 - 스크롤 리스트

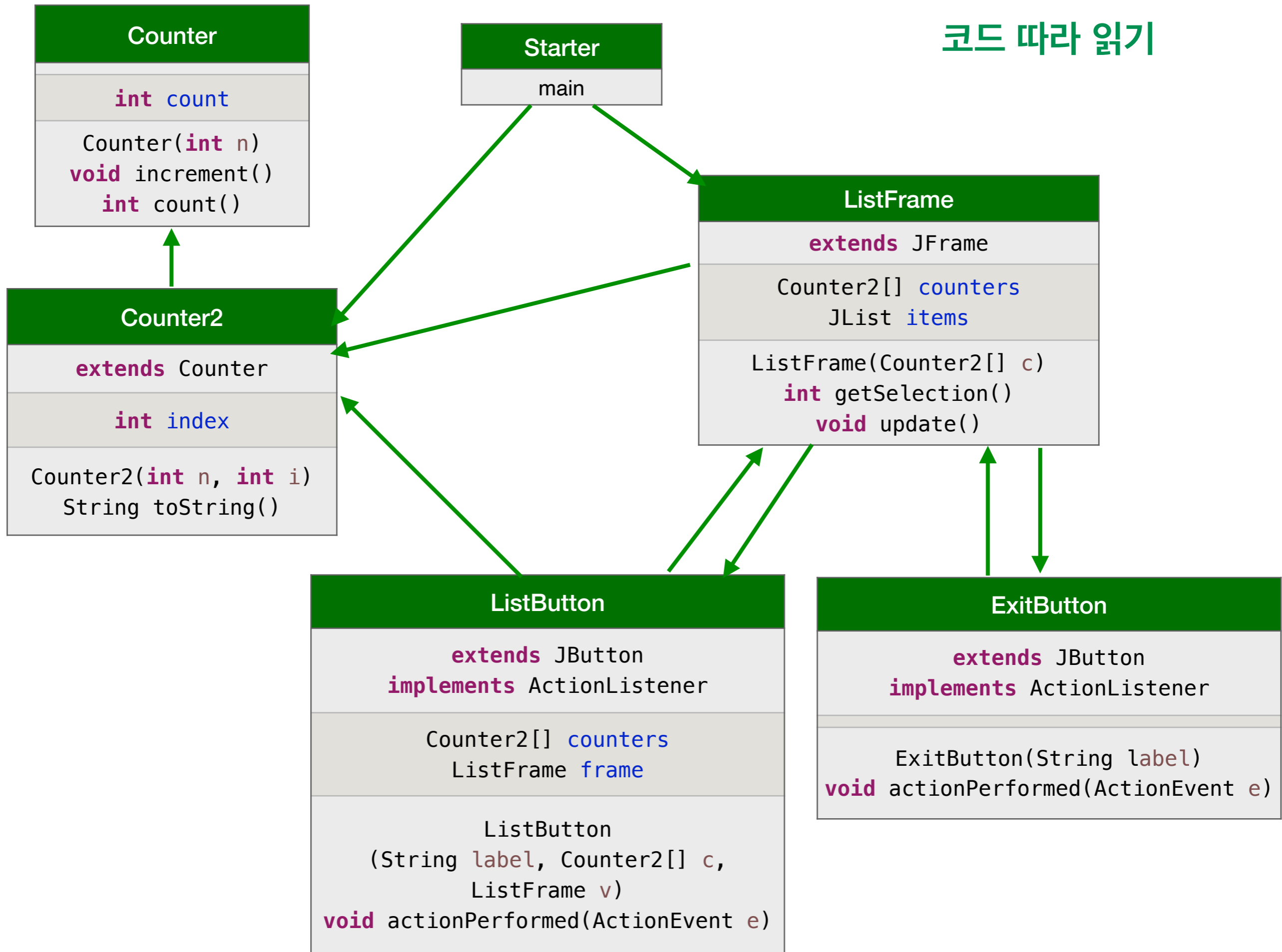
List Selection Event



scrollinglist

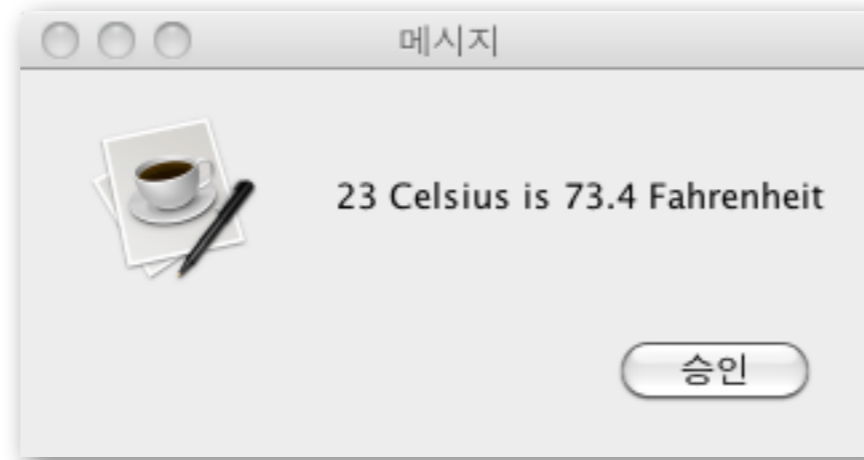
코드 읽기

코드 따라 읽기

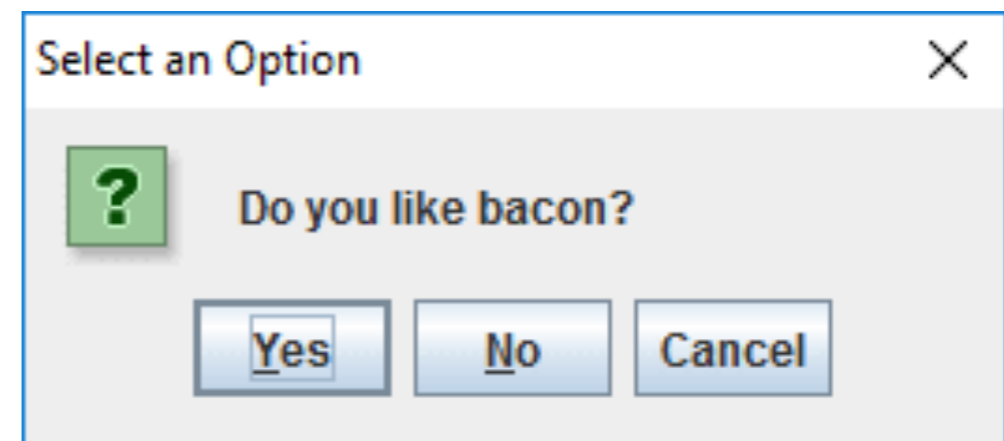


Dialogs

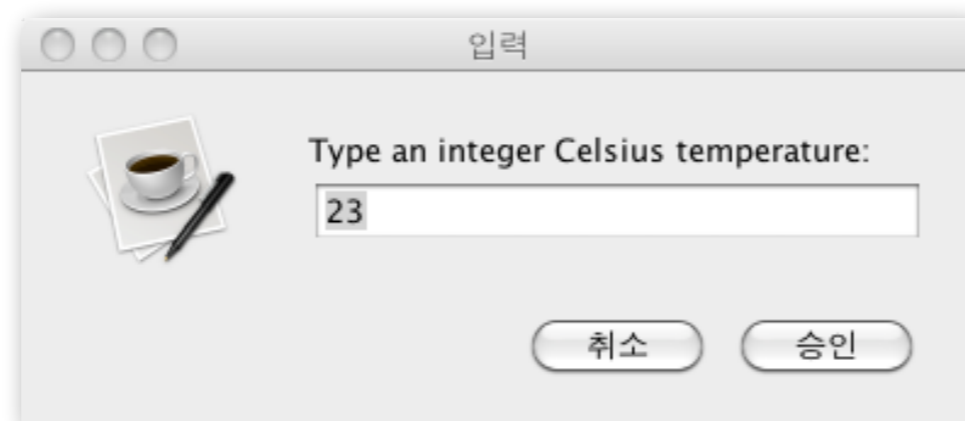
- message dialog



- confirm dialog

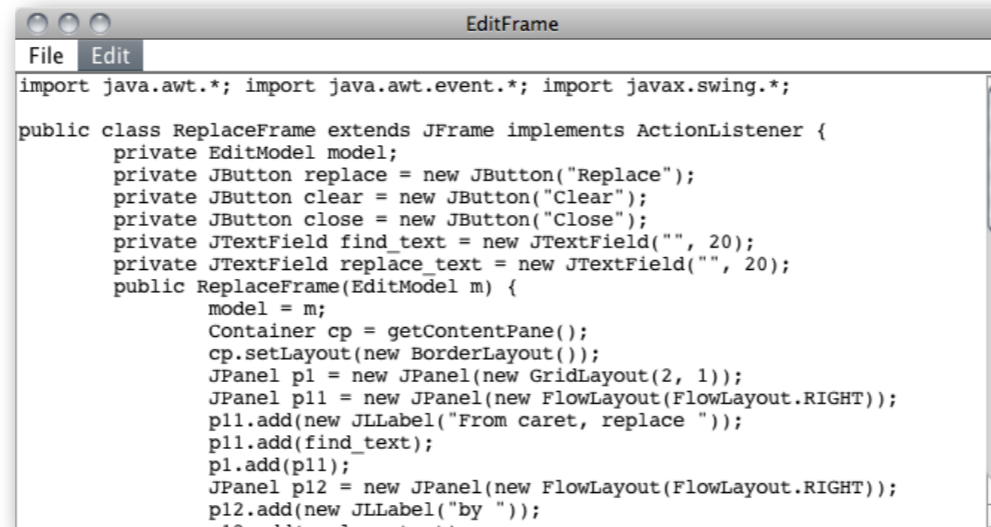


- input dialog



Text Area

텍스트를 여러 줄 입력할 수 있는 텍스트 컴포넌트



```
import java.awt.*; import java.awt.event.*; import javax.swing.*;

public class ReplaceFrame extends JFrame implements ActionListener {
    private EditModel model;
    private JButton replace = new JButton("Replace");
    private JButton clear = new JButton("Clear");
    private JButton close = new JButton("Close");
    private JTextField find_text = new JTextField("", 20);
    private JTextField replace_text = new JTextField("", 20);
    public ReplaceFrame(EditModel m) {
        model = m;
        Container cp = getContentPane();
        cp.setLayout(new BorderLayout());
        JPanel p1 = new JPanel(new GridLayout(2, 1));
        JPanel p11 = new JPanel(new FlowLayout(FlowLayout.RIGHT));
        p11.add(new JLabel("From caret, replace "));
        p11.add(find_text);
        p1.add(p11);
        JPanel p12 = new JPanel(new FlowLayout(FlowLayout.RIGHT));
        p12.add(new JLabel("by "));
        p12.add(replace_text);
    }
}
```

```
Container cp = getContentPane();
```

```
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```

```
JTextArea text = new JTextArea("", 20, 40);
```

```
text.setLineWrap(true);
```

```
text.setFont(new Font("Courier", Font.PLAIN, 14));
```

```
JScrollPane sp = new JScrollPane(text)
```

```
cp.add(sp);
```