

# Computer Science AP

## GUI Cheat Sheet

Converting int to String	<code>String s = Integer.toString(num)</code>
Converting String to int	<code>int x = Integer.parseInt(somestring)</code>
Read String from textbox	<code>String stuff = textboxName.getText()</code>
Read int from textbox	<code>int x = Integer.parseInt( textboxNum.getText() )</code>
Put a String into textbox	<code>textboxName.setText( somestring )</code>
Put int into textbox	<code>textboxName.setText( Integer.toString( num ) )</code> or <code>textboxName.setText( "" + num )</code>
enable a component	<code>buttonGo.setEnabled(true)</code> or false
hide a component	<code>buttonGo.setVisible(false)</code> or true
listbox: clearing	<code>listbox.removeAll()</code>
listbox: add item	<code>listbox.add( somestring )</code>
listbox: remove item	<code>listbox.remove( someindexposition )</code>
listbox: which is selected	<code>int pos = listbox.getSelectedIndex()</code> -1 is sent back when nothing is selected
listbox: what is selected	<code>String s = listbox.getSelectedItem()</code>
listbox: manually select item	<code>listbox.select( someindexnumber )</code>
option box that shows the user a message (requires <code>import javax.swing.JOptionPane;</code> ) <code>JOptionPane.showMessageDialog(null, "info", "info box: ", JOptionPane.INFORMATION_MESSAGE);</code>	
option box that asks use to make decision (requires <code>import javax.swing.JOptionPane;</code> ) <code>int response = JOptionPane.showConfirmDialog(null, "really do it?", "title", JOptionPane.YES_NO_OPTION);</code> <code>if (response == JOptionPane.YES_OPTION){</code> <code>    //they said yes, so do it!</code> <code>}</code> <code>else if (response == JOptionPane.No_OPTION) {</code> <code>    //they said no, get out of here!</code> <code>    return;</code> <code>}</code>	