SquintLikeTouchyButton.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

```java
import javax.swing.*;

import java.awt.*;
import java.awt.event.*;

// A small (and familiar) program to illustrate how some basic GUI features
// provided by the standard Java Swing Library can be used as Squint does.
// The program adds a copy of the words "That tickles" to the display
// each time its button is pressed

public class SquintLikeTouchyButton extends JFrame implements ActionListener
{
    private final int WINDOW_WIDTH = 170, WINDOW_HEIGHT = 300;

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

    // Create the user interface window
    public SquintLikeTouchyButton() {
        this.createWindow( WINDOW_WIDTH, WINDOW_HEIGHT );

        contentPane.add( aLabel );
        contentPane.add( aButt );

        aButt.addActionListener( this );
        validate();
    }

    // Add text to the window whenever the user clicks
    public void buttonClicked() {
        contentPane.add( new JLabel( "That tickles!" ) );
    }

    // Make it easier to access the content pane
    private Container contentPane;

    // Set up the window and its layout
    public void createWindow( int width, int height ) {
        this.setSize( width, height );
        this.setVisible( true );
        contentPane = this.getContentPane();
        contentPane.setLayout( new FlowLayout() );
    }

    // Invoke method to respond when user clicks the buttons
    public void actionPerformed( ActionEvent e ) {
        this.buttonClicked();
        validate();
    }
}
```

```java
import squint.*;

import javax.swing.*;

// A small (and familiar) program to illustrate how some basic GUI features
// provided by Squint.
// The program adds a copy of the words "That tickles" to the display
// each time its button is pressed

public class TouchyButton extends GUIManager
{
    private final int WINDOW_WIDTH = 170, WINDOW_HEIGHT = 300;

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

    // Create the user interface window
    public TouchyButton() {
        this.createWindow( WINDOW_WIDTH, WINDOW_HEIGHT );

        contentPane.add( aLabel );
        contentPane.add( aButt );

    }

    // Add text to the window whenever the user clicks
    public void buttonClicked() {
        contentPane.add( new JLabel( "That tickles!" ) );
    }

}
```

status: 7 differences

Actions ▼