**Computer Science AP**GUI Cheat Sheet

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