

Contents

About the Author	iii
Introduction	xv
Part I: Fundamentals	1
Chapter 1: Overview of Java UI Toolkits and SWT/JFace	3
Evolution of Java GUI Frameworks	3
Abstract Window Toolkit	4
Swing	5
SWT and JFace	8
SWT/JFace Advantages	11
Full Support for Native Features	11
Speed	12
Portability	13
Easy Programming	13
Flexibility	14
Maturity	18
Summary	18
Chapter 2: SWT/JFace Mechanisms	19
The Implementation of SWT	19
Resource Management with SWT/JFace	28
Operating System Resources	28
Rules of Operating System Resource Management	29
Managing Fonts and Images with JFace	36
Model-View-Controller Pattern	41
The MVC Architecture	42
Benefits of MVC	43
Costs of MVC	43
UI Delegation	44
JFace and MVC	44
JFace Viewers	44
JFace Text	45
Summary	45

Contents

Chapter 3: Jump Start with SWT/JFace **47**

Preparation	47
Downloading and Installing SWT/JFace	47
Configuring Your IDEs	48
Your First SWT Program	51
Coding Your First SWT Program: Hello World	51
Running Your First SWT Program	53
Creating a Bigger Application — Temperature Converter	55
Rewriting the Temperature Converter with JFace	58
SWT/JFace Software Deployment with Java Web Start	60
Introduction to Java Web Start	60
Identifying Files to be Deployed	61
Packaging and Signing Files	61
Writing the JNLP Script	63
Uploading and Running	64
Summary	66

Chapter 4: SWT Event Handling, Threading, and Displays **67**

SWT Event Handling Fundamentals	67
Native Event Handling Mechanism	67
SWT Event Handling Basics	68
Using Displays	68
SWT Event Handling with Displays	69
Multithreaded UI Programming	71
Multithreading with the UI Thread and Non-UI threads	71
SWT Time-Consuming Operation UI Pattern	74
Thread-Safe UI calls	74
The Event Model	77
Events, Listeners, and the Listener Notification Process	78
Untyped Events and Untyped Event Listeners	81
Typed Events and Typed Event Listeners	84
Summary	87

Chapter 5: Basic SWT Widgets **89**

Overview of SWT/JFace Widgets	89
SWT/JFace UI Component Hierarchy	89
The Widget Class	90
The Control Class	93
The Composite Class	98

Shells	103
Styles	103
Shell States	104
Creating Shells	104
Shell Events	107
Miscellaneous	108
Buttons and Labels	111
Buttons	112
Labels	115
Summary	117
Chapter 6: Layouts	119
Introduction to Layouts	119
General Terms	119
Setting Layouts	120
Layout Data Objects	121
Laying Out Children of a Composite	121
Using FillLayouts	122
Using RowLayout	124
Properties of RowLayouts	124
Using RowData Objects	126
Using GridLayouts	127
Properties of GridLayouts	127
Using GridData Objects	128
A Sample GUI Using GridLayouts	133
Using FormLayouts	138
FormData Objects and FormAttachment Objects	138
Using StackLayouts	144
Creating Your Own Layouts	145
Summary	150
Part II: Design Basics	151
Chapter 7: Combos and Lists	153
Using Combos	153
Styles	153
Building Combos and Capturing Item Selections	154
Accessing Items in Combos	156
Creating a Combo with Sorted List	158
About the CCombo Class	159

Contents

Using Lists	159
Single and Multi Selection	159
Building Lists and Capturing Item Selections	160
Accessing Items in Lists	163
Using ListViewers	165
Creating Domain-Specific Model Objects	165
Creating a ListViewer	166
Setting the Content Provider and the Content	167
Setting the Label Provider	168
Capturing Events and Getting Selections	168
Adding Filters	171
Setting a Sorter	172
Updating/Refreshing the Viewer	172
Summary	175
Chapter 8: Text Controls	177
Using Texts	177
Styles	177
Text Basics	178
Text Operations	181
Text Selections	183
Using StyledTexts	184
Setting Text Styles with StyleRanges	184
Setting Line Backgrounds	187
Using LineStyleListeners and LineBackgroundListeners	188
Summary	191
Chapter 9: Menus, Toolbars, Cool Bars, and Actions	193
Using Menus and Menu Items	193
Using Menus	193
Using MenuItem	196
Creating a Text Editor	199
Using ToolBars and ToolItems	202
Using ToolBars	202
Using ToolItems	203
Adding a Toolbar for the Text Editor	207
Using CoolBars and CoolItems	210
Creating a CoolBar with CoolItems	210
Saving and Loading the Display State of a CoolBar	212

Using Actions and ContributionManagers	216
Creating Actions	216
Creating Menus with MenuManagers	219
Creating Toolbars with ToolBarManagers	220
Summary	221
Chapter 10: Tables	223
<hr/>	
Using Tables	223
Creating a Table	223
Defining Table Columns	224
Adding Data into a Table	225
Handling Selections	229
Using TableEditors	230
Sorting a Table by Column	233
Using TableViewers	235
Creating Domain-Specific Model Objects	236
Creating a TableViewer	237
Setting the Content Provider	238
Setting the Label Provider	238
Setting Cell Editors	239
Column-Wise Sorting Using Sorters	242
Adding a Filter	243
Summary	244
Chapter 11: Trees	245
<hr/>	
Using Trees	245
Creating a Tree	245
Using TreeItems	246
Handling Events	249
Using TreeEditors	251
Using TreeViewer	253
Creating a TreeViewer	254
Setting the Content Provider	254
Setting the Label Provider	255
Setting the Sorter	256
Adding a Filter	256
Getting Selections	257
Summary	259

Chapter 12: Dialogs	261
Dialog Basics	261
Using ColorDialogs and FontDialogs	262
ColorDialogs	263
FontDialogs	263
Using ColorDialogs and FontDialogs	263
Using DirectoryDialogs and FileDialogs	266
DirectoryDialogs	266
FileDialogs	266
Using DirectoryDialogs and FileDialogs	268
Using MessageBoxes	270
Creating Your Own Dialogs	272
Summary	274
Part III: Dynamic Controls	275
Chapter 13: Scales, Sliders, and Progress Bars	277
Using Scales	277
Using Sliders	280
Using ProgressBars	282
Summary	286
Chapter 14: Other Important SWT Components	287
Using Groups	287
Using Sashes and SashForms	290
Using Sashes	290
Using SashForms	291
Using TabFolders and TabItems	294
Basic Usages	294
Accessing and Selecting TabItems	296
Customizing TabItems	297
Using Browsers	298
Navigation Methods	298
Events	299
A Simple Web Browser	301
Summary	305

Chapter 15: SWT Graphics and Image Handling	307
Drawing with Graphics Contexts	307
Getting a Graphics Context	308
Using Canvas	310
Drawing Lines, Arcs, and Shapes	311
Filling Shapes	313
Drawing and Copying Images	314
Drawing Text	316
Advanced Techniques	318
Image Handling	321
Image Basics	321
ImageData and PaletteData	322
Transparency and Alpha Blending	325
Image Scaling	327
Displaying Animation	327
Summary	329
Chapter 16: Drag and Drop and the Clipboard	331
Using Drag and Drop	331
Creating Drag Sources	332
Creating Drop Targets	335
The Bookmark Organizer	338
Using the Clipboard	347
Putting Data on the Clipboard	347
Getting Data from the Clipboard	348
Summary	349
Chapter 17: Printing	351
Printing Fundamentals	351
Selecting the Target Printer	353
Basic Printing	355
The Image Viewer Application	356
Setting the Page Margins	357
Printing the Image	360
Providing the Print Preview	362
Text Printing and Pagination	366
Summary	371

Chapter 18: JFace Windows and Dialogs	373
JFace Windows	373
org.eclipse.jface.window.Window	373
Application Windows	374
Running Time-Consuming Operations with Application Windows	378
Multiple Windows Management with WindowManagers	381
JFace Dialogs	382
Using MessageDialogs	382
Using InputDialogs	384
Using ProgressMonitorDialogs	385
Summary	387
Part IV: Application Development	389
Chapter 19: JFace Wizards	391
JFace Wizard Basics	391
Creating a JFace Wizard	393
Adding Wizard Pages with addPages()	396
Finish Processing with performFinish()	396
Cancel Processing with performCancel()	396
Accessing Wizard Pages	396
Creating Wizard Pages	397
Running a Wizard	401
Loading and Saving Dialog Settings	402
Summary	405
Chapter 20: Creating a Text Editor with JFace Text	407
Overview of the JFace Text Framework	407
JFace Text Package Organization	407
Models, Views, and Controllers in JFace Text Framework	408
Creating a Basic Custom Editor	412
Syntax Highlighting	415
Providing Content Assistance	418
Running the Editor	423
Summary	425

Chapter 21: Eclipse Forms	427
Introduction to Eclipse Forms	427
Creating a Basic Form	428
Customizing Forms	431
Using Custom Form Controls	432
Using Hyperlinks	432
Using FormTexts	435
Using ExpandableComposites	438
Using Sections	440
Using Form Layout Managers	441
Using TableWrapLayout	441
Using ColumnLayouts	442
Summary	443
Chapter 22: Programming OLE in Windows	445
Introduction	445
OleFrame	446
OleClientSite, OleControlSite	446
Embedding a Microsoft Word OLE Document into an SWT Application	447
Creating the OLE Container	447
Creating an OLE Site	448
Activating the OLE Object	450
Deactivating the OLE Object	451
Saving Changes	452
Executing Common Commands	453
OLE Automation	454
Listing OLE Automation Properties and Methods	454
Getting and Setting Property Values	459
Invoking Methods	460
Summary	461
Chapter 23: Drawing Diagrams with Draw2D	463
Overview	463
Creating Simple UML Diagrams with Draw2D	465
Adding Connections	472
Capturing Events	473
Summary	474

Chapter 24: Sample Application	477
Introduction	477
Building the Skeleton	479
Creating the Application Window	479
Creating Actions	480
Creating the Menu Bar	484
Construct the Toolbar	485
Creating Application Window Contents	486
Implementing Table Viewers	489
Adding Drag-and-Drop Support	490
Summary	493
Index	495