

# Java Swing (GUI Programming)

### Advanced jTable Demo

19... Best Actor The Way of All Flesh ★ Emil Jannings

19... Best Actress Sunrise ★ Janet Gaynor

19... Best Director The Tempest ★ William Shakespeare

Show...

Highlight code to: Create and initialize jTable Show...

## From Beginner to Expert

```
Advanced jTable, BorderLayout, BorderLayout
```

```
// Create JFrame and initialize jTable
public class AdvancedJTable {
    public AdvancedJTable() {
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setTitle("Advanced jTable");
        setLayout(new BorderLayout());
        jTable = new jTable(10);
        jScrollPane = new JScrollPane(jTable);
        add(jScrollPane, BorderLayout.CENTER);
    }
}
```

# Java Swing Gui Programming From Beginner To Expert

**Rafael Sanders, Miguel Farmer**



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tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account\_id primary key client\_id primarykey account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client\_Data table which has the following seven fields client\_data\_id primary key account\_id primary\_key birth\_date address mother\_name telephone and photo\_path In chapter ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter fourteen you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter fifteen you will add two tables Victim and File\_Case The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date crime\_date gender address telephone and photo The File\_Case has seven columns file\_case\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

**Swing: A Beginner's Guide** Herbert Schildt, 2006-09-29 From the world's bestselling programming author Using the practical pedagogy that has made his other Beginner's Guides so successful Herb Schildt provides new Swing programmers with a completely integrated learning package Perfect for the classroom or self study Swing A Beginner's Guide delivers the appropriate mix of theory and

practical coding You will be programming as early as Chapter 1

Java for Artists Rick Miller, Raffi Kasparian, 2006 Java For Artists The Art Philosophy and Science of Object Oriented Programming is a Java programming language text tradebook that targets beginner and intermediate Java programmers

**Java: A Beginner's Guide, Sixth Edition (INKLING CH)** Herbert Schildt, 2014-05-09 Essential Java Programming Skills Made Easy Fully updated for Java Platform Standard Edition 8 Java SE 8 Java A Beginner's Guide Sixth Edition gets you started programming in Java right away Bestselling programming author Herb Schildt begins with the basics such as how to create compile and run a Java program He then moves on to the keywords syntax and constructs that form the core of the Java language This Oracle Press resource also covers some of Java's more advanced features including multithreaded programming generics and Swing Of course new Java SE 8 features such as lambda expressions and default interface methods are described An introduction to JavaFX Java's newest GUI concludes this step by step tutorial Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Self Tests End of chapter quizzes to reinforce your skills Annotated Syntax Example code with commentary that describes the programming techniques being illustrated The book's code examples are available FREE for download

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**Mastering Java** Michael B. White,2018-12-13 While other books only touch on the subject this book is designed to provide in depth guidance so that the reader can become a java master There are lots of examples as this book guides the reader from a beginner to advanced level The reader will learn Chapter 1 Java Basics Chapter 2 Java Data Structures and

Algorithms Chapter 3 Java Web Development Chapter 4 Java GUI Programming Chapter 5 Object Oriented Programming Chapter 6 Java Interview Questions **The C++ Report**, 1998 *Java Programming for Beginners* Rafael Sanders, Miguel Farmer, 2025-04-12 Java Programming for Beginners Learn Java from the Ground Up is the perfect guide for anyone who wants to learn Java programming from scratch Whether you re a complete beginner or have some experience in programming this step by step guide will walk you through the basics of Java from understanding its syntax to writing complete Java applications Java is one of the most widely used programming languages in the world powering everything from mobile applications to large enterprise systems With its object oriented principles platform independence and strong community support Java remains an essential language for developers in various industries This book will teach you how to write clean efficient and maintainable Java code while introducing you to core programming concepts that will serve as the foundation for any software development project What you ll learn in Java Programming for Beginners Introduction to Java Understand the history of Java its features and why it is one of the most popular programming languages today Learn how to set up your Java development environment and get started with your first Hello World program Java Syntax and Basic Structure Learn the core syntax of Java including variables data types operators and expressions Understand how to write basic Java code and how the structure of a Java program works from classes and methods to the main function Control Flow in Java Discover how to control the flow of your program with conditionals if else loops for while and switch statements Learn how to use these structures to make decisions and repeat tasks in your code Object Oriented Programming OOP Concepts Dive into Java s object oriented features including classes objects inheritance polymorphism and encapsulation Learn how to design classes and create objects and understand how OOP principles make code reusable modular and maintainable Methods and Functions Understand how to define and use methods in Java to break your code into reusable manageable blocks Learn about method parameters return types and method overloading to create flexible functions Arrays and Collections Master how to work with arrays to store multiple values of the same type and explore Java s collection framework including lists sets and maps for more advanced data storage and management Basic GUI Programming with Java Learn the fundamentals of creating graphical user interfaces GUIs using Java s Swing and JavaFX libraries Understand how to design simple windows buttons and text fields for interactive applications Java Standard Library Explore the Java Standard Library including useful classes and APIs for string manipulation math operations date time handling and more Learn how to take advantage of these libraries to simplify common programming tasks Working with Java s Multithreading and Concurrency Gain an introduction to multithreading and concurrency in Java allowing you to run multiple threads of execution simultaneously improving the performance of your programs Building and Running Java Programs Understand how to compile and run Java programs using the command line as well as how to use Integrated Development Environments IDEs like IntelliJ IDEA Eclipse or NetBeans for efficient development By the end of Java Programming for Beginners you ll have the

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