

# Java SE 6 Update 10: GUI Enhancement

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**Nimbus:  
Better Look and Feel**

# Too Ugly

- Pre-Java SE 6 u10 Java desktop based/GUI applications is not something you can love
  - > Sometimes even as parents!
- We want
  - > Make creating nice applications easy
  - > Provide an up to date modern look and feel
  - > Provides cools features

# Nimbus Look and Feel

**Laffy**

File Look & Feel Options Test Menu

Pages: **Combos & Spinners**

### ComboBox

	Normal	Over	Pressed	Disabled	
Normal	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	
Focused	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>		
Custom Renderer	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item..."/>	<input type="text" value="Item..."/>	
Small Icons	<input type="text" value="FileChooser.fileIcon"/>				
Large Icons	<input type="text" value="OptionPane.errorIcon"/>				

### Editable ComboBox

	Normal	Over	Pressed	Disabled	
Normal	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	
Focused	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>	<input type="text" value="Item 1"/>		

### Spinner

	Normal	Disabled	
Normal	<input type="text" value="0"/>	<input type="text" value="0"/>	

**Combos & Spinners**

**Progress**

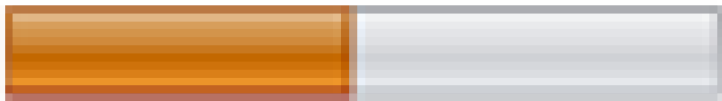
<https://laffy.dev.java.net/>

# Scalable

- Scalable components
  - > Vector based vs bitmap based in Metal

Nimbus L&F

bitmap based



vector based

Nimbus L&F



# Using Nimbus

- Specify at launch time

-Dswing.defaultlaf

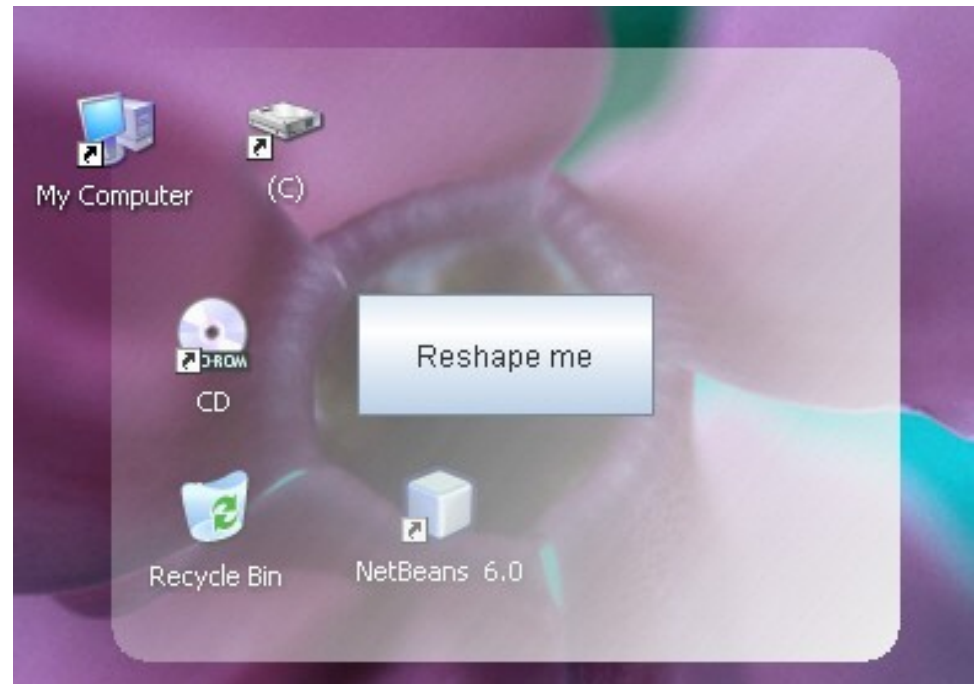
=com.sun.java.swing.plaf.nimbus.NimbusLookAndFeel

- Or Specify in the code

```
for (LookAndFeelInfo laf :
        UIManager.getInstalledLookAndFeels () {
    if ("Nimbus".equals (laf.getName ())) {
        UIManager.setLookAndFeel (laf.getClassName ());
    }
}
```

# Other GUI Enhancements

- Supports translucent and shaped windows
- Leverages hardware acceleration (OpenGL, Direct3D) where available



**Thank you!**

**Check JavaPassion.com Codecamps!**  
**<http://www.javapassion.com/codecamps>**  
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