

Discussion Questions for “Intro to Swing”

1. Imagine a GUI such as the one pictured on the first page of the lecture notes. If you display that GUI on your window, and make it larger by grabbing the lower right hand corner and moving it down and to the right, what do you expect to occur for the widgets inside that window? Should each widget behave the same?
2. Take the same GUI and try to make it smaller by grabbing the lower right hand corner and moving it up and to the right. What do you expect to occur to the widgets inside the window? Should each widget behave the same? What happens if you make the window so small the widgets don't all fit?
3. Swing is based on a rectangular component assumption. Are there any reasonable alternative ways to manage a GUI that must appear on a two-dimensional array? For instance, what if each component were a hexagon? Would that make layout management easier or harder? Would that make the resulting GUI easier or harder to use?
4. How much of the WIMP paradigm (windows, icons, menus, and pointers) is left in modern operating systems? Have we progressed much since Xerox PARC developed the WIMP paradigm? If so, what's new?
5. What are the differences between the different generations of Java GUI library code?