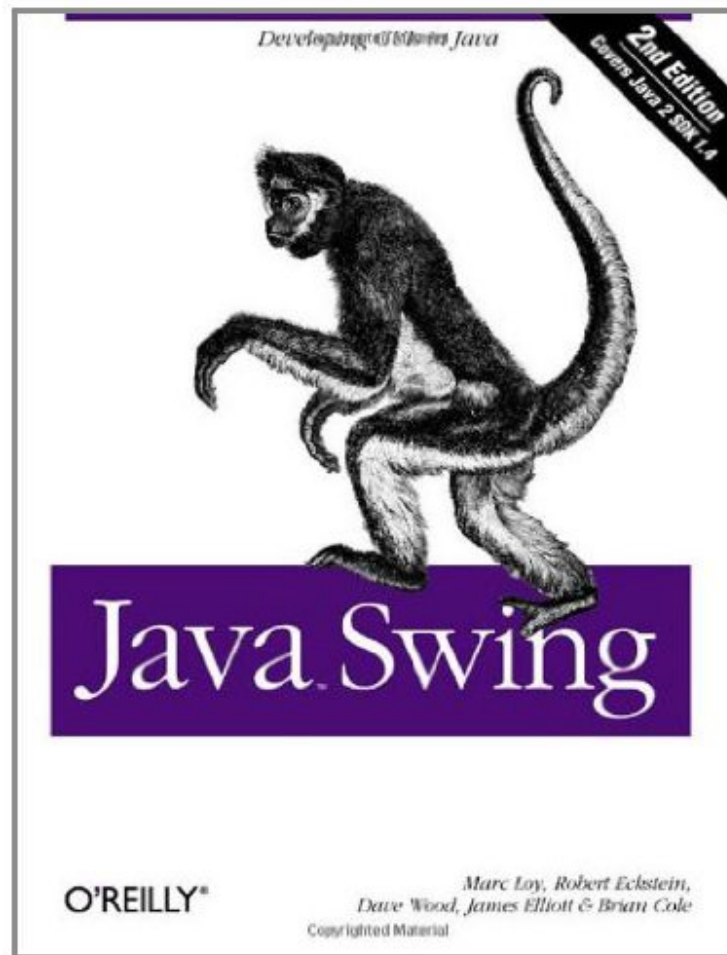


(Mobile book) Java Swing

## Java Swing

Von Marc Loy, Robert Eckstein, Dave Wood, James Elliott, Brian Cole  
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**Von Marc Loy, Robert Eckstein, Dave Wood, James Elliott, Brian Cole : Java Swing** before purchasing it in order to gage whether or not it would be worth my time, and all praised Java Swing:

KundenrezensionenHilfreichste Kundenrezensionen15 von 15 Kunden fanden die folgende Rezension hilfreich.  
Exzellent !Von Ein KundeDieses Buch ist das ausführlichste und fundierteste Werk ber Swing. Beispielweise werden beim JTree als Beispiel eine XML-Datei in den Baum eingelesen. Nach so einem Beispiel habe ich stundenlang auf Sun's Webseiten gesucht. Darber hinaus erklrt dieses Buch nicht nur die einfachen Dinge der Swing-Komponenten, sondern auch wie die komplexeren Komponenten funktionieren, welche Klassen man mit hinzufgen muss um eigene optisch unterschiedliche Darstellungen zu erreichen (z.B. JTables, JTree). Das Buch wirkt auch deswegen sehr sympathisch, weil die Beispiele meist nur ein oder zwei Seiten lang und damit verstndlich sind. Dieses Buch ist das beste Buch ber Swing (und ich habe die anderen von Sun-JFC usw. auch gekauft und immer fehlte mir ein Aspekt oder die letzte Erklrung wenn es wirklich an das Komplizierte ging). Das Buch ist zwar in English, aber fr den Java-

Programmierer, der in die Tiefe rein muss bleibt ohnehin keine Alternative mehr auf diesem Detaillevel. Solche Bücher wünscht sich der Java-Entwickler !6 von 6 Kunden fanden die folgende Rezension hilfreich. The most informative reference available Von Matthew Robinson (matt@webscope3d.com) Pavel Vorobiev and I are currently finishing up an 'advanced' Swing book consisting mainly of examples ("Swing", Manning publications). We have referenced the Swing source code nonstop. Apart from this, we feel that Java Swing is the best Swing reference money can buy. This book is not an API docs dump. It is a high quality reference book for GUI developers who are prepared to do their job professionally, not blindly. If you are looking for a hand-holding tutorial this book is not for you (for this I would suggest Up to Speed With Swing). Java Swing is very well organized and full of original explanation. I encourage potential readers to disregard other comments claiming that this book is API repetitive or doesn't explain enough. No book can cover every possible situation that can arise in the creation of a GUI, and no book will fully explain all of the inner workings of each Swing component and UI delegate. Swing is a very complex and extensive library with some very interesting and powerful mechanisms working behind the scenes. Without a doubt, Java Swing is the most informative and rich reference available. I recommend it highly. Matthew Robinson "Swing", Manning publications Swing "Tips and Tricks", The Swing Connection 4 von 4 Kunden fanden die folgende Rezension hilfreich. Good reference and guide to Swing Von Ein Kunde With the introduction of the Swing graphical toolkit to Java 1.2, developers now have the freedom to write applications with rich graphical user interfaces (GUI). Swing gives Java applications the professional edge that has long been shared by their C++, VB Delphi counterparts, and goes further with a huge range of new components and controls, and customizable "look-and-feels". But while Swing may be the way of the future for developers, it's a steep learning curve because of the complexity of the Swing toolkit. That's where "Java Swing", published by O'Reilly, comes in. Java Swing, at a whopping 1200+ pages, is a fantastic reference that you'll keep within arms reach as you program in Swing. But the book is more than just an API reference - it's a combined tutorial and book of examples. Aside from the first few chapters, which provide a basic grounding for the rest of the book, you can skip from chapter to chapter as your needs dictate. It covers all the major component groups, as well as providing useful examples and code snippets. My one complaint about this title is that it appears to have covered the entire swing library, and in doing so the authors tried to put just too many topics into it. Perhaps it needs to be split into two volumes, but while working through the book as part of a programming project, I found that there were some areas where a more thorough treatment should have been given (in particular, the chapter on trees which provides not enough detail, and only very simple examples). That said, "Java Swing" is a fantastic resource, both as a reference and an overview/tutorial of Swing, and is the best Swing book available to-date (as of February 1999).

**Kurzbeschreibung** Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes :A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, GroupLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.