

BSF4Rexx - Linux & Windows



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for Developers and Users

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```
bsf_demo00.rex  
  
java.util.StringTokenizer
```

The string tokenizer class allows an application to break a string into tokens.

The StringTokenizer methods do not distinguish among identifiers, numbers, and quoted strings, nor do they recognize and skip comments.

The **set** of delimiters (the characters that separate tokens) may be specified either at creation time or on a per-token basis.

Using this class we will break a string into multiple “tokens”, similar to “parse”, but with some added features.

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```
bsf_demo01.rex  
  
java.text.DecimalFormat
```

DecimalFormat is a concrete subclass of NumberFormat that formats decimal numbers.

It has a variety of features designed to make it possible to parse and format numbers in any locale, including support for Western, Arabic, and Indic digits.

It also supports different kinds of numbers, including integers (123), fixed-point numbers (123.4), scientific notation (1.23E4), percentages (12%), and currency amounts (\$123). All of these can be localized.

This class will allow us, in very little code, to turn a number such as

```
10193390.55
```

or apply our user defined patterns (masks) to a number.

```
10.50 / -10.50 → $10.50 DB / $10.50 CR
```

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bsf_demo02.rex

javax.swing.JFileChooser

JFileChooser provides a simple mechanism for the user to choose a file.

As part of a GUI application, a developer may wish to provide the user with a FileOpenDialog. JFileChooser provides such a dialog that appears almost exactly the same under Linux and Windows.

Windows



Linux

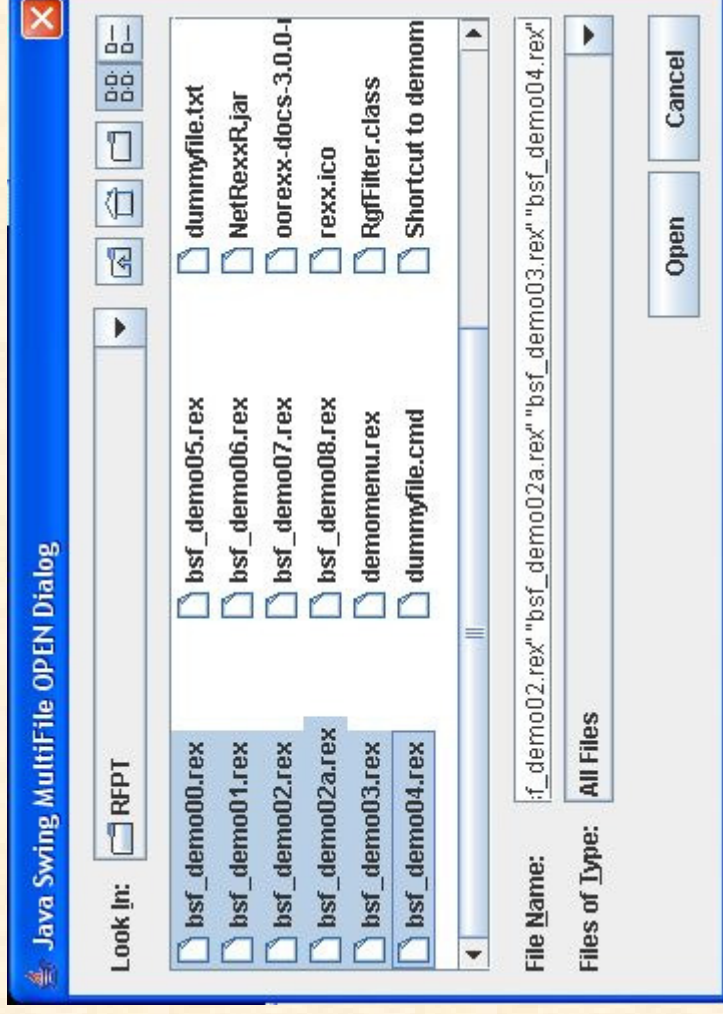


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bsf_demo02a.rex

javax.swing.JFileChooser

JFileChooser also has an attribute that will allow multiple files to be chosen.



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bsf_demo03.rex

javax.swing.JFileChooser

javax.swing.JFrame & javax.swing.JPanel

JFileChooser also provides a simple mechanism to allow the user to select a filename that does not currently exist. This is done with a FileSaveDialog. In addition to JFileChooser, this demonstration will incorporate a JFrame to display our result in, plus a JPanel with a “Close” button and a “listener”



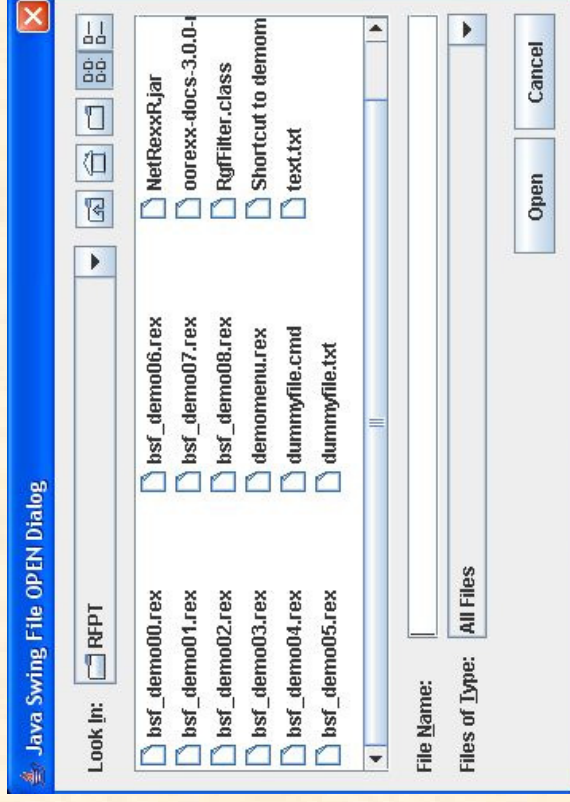
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bsf_demo04.rex

javax.swing.JFileChooser

This demonstration is just like bsf_demo02.rex with the exception that it implements a hidden “Easter Egg” that Rony included with January 22, 2006 release of BSF4Rexx (and all 614 releases since ☺).

Can you see the difference?

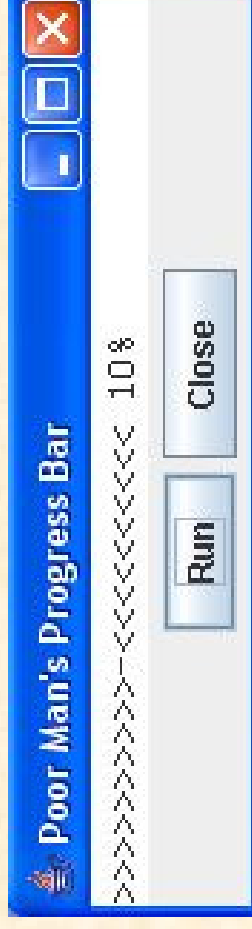


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bsf_demo05.rex

A “Poor Man’s” Progress Indicator

Using a JFrame & JPanel, this demonstration shows how to modify the contents of the “textArea”. A procedure will be started and at every 10th interval, the textarea will be updated by changing the percentage and the “>>>><<<<” will be reversed to “<<<<>>>>”

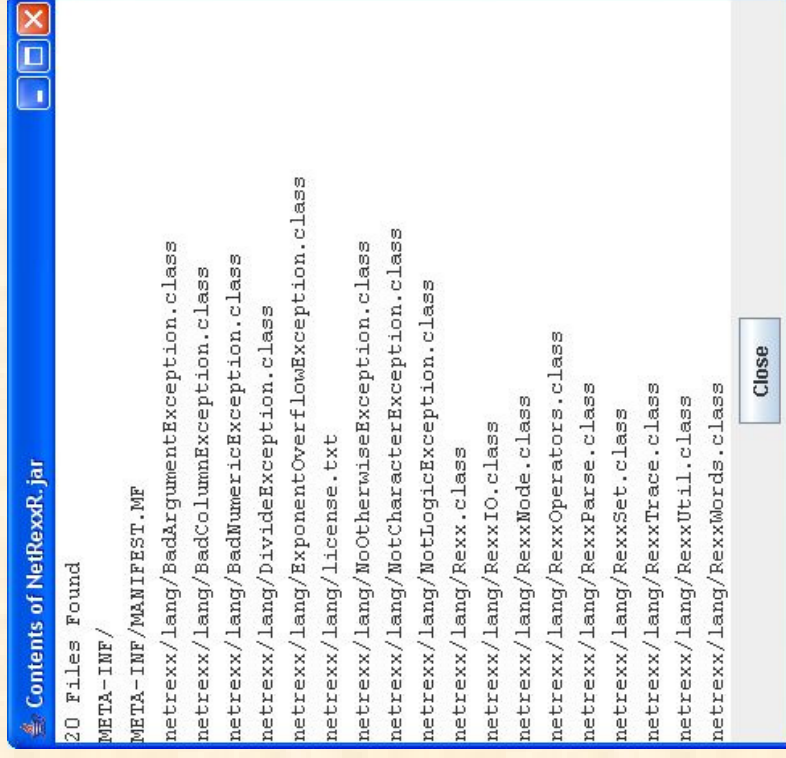


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bsf_demo06.rex

java.util.zip.ZipFile

This java class provides a means to examine the contents of either a .zip file or a .jar file. May be useful to verify .zip file contents within an automated process.



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bsf_demo07.rex

java.io.File

In this demonstration we will use our JFileChooser again, but limit the selection to “folders” only. Once a folder is selected, we will use a combination of SysFileTree & java.io.File to count all sub-folders, all files, and query the total disk size required. This performs a similar as “right clicking” on a folder under Windows and selecting “properties” .



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bsf_demo08.rex

In all previous demonstrations, the “isEditable” property of our JFrame has been set to .false. In this demonstration, this is set to .true. We can now edit the content of our textarea. We have full copy/paste capabilities plus we have a button to “SelectAll”.

Using what we’ve seen before, a developer could easily:

- 1) Use the FileOpenDialog to allow the user to select a file.
 - 2) Use a JFrame to load all or part of the content of the file.
 - 3) Make the textarea of the JFrame editable.
 - 4) Use the FileSaveDialog to allow the user to select a “SaveAs” name.
- all done with a GUI that looks the same on Windows & Linux.



☺ Blatant spelling error left on purpose – we need something to edit. ☺

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demomenu.rex

A JFrame & JPanel is used in this script along with buttons for each of the demonstrations. A brief description of each demonstration is in the text area. The width & height of the JFrame with its JPanels is calculated so that the JFrame can be placed automatically in the lower left corner of the screen.

