Creating Cross Platform GUI Applications using BSF4Rexx & ooRexx

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Lee Peedin
VP Research & Development
Safe Data, Inc.
Wallace, NC

lee@safedatalusa.com
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1  AWT vs. Swing vs. SWT
2  Basic Components of a Swing GUI
3  GUI Demonstrations
The Abstract Windowing Toolkit (AWT) is Java’s original platform-independent windowing, graphics, and user-interface widget toolkit. The AWT is now part of the Java Foundation Classes (JFC) - the standard API for providing a graphical user interface (GUI) for a Java program. First released in Java 1.1 in 1995. Closely tied to the underlying platform’s windowing system.

Swing (Java 1.2) widgets provide more sophisticated GUI components than AWT. Since they are written in pure Java, they run the same on all platforms. Swing supports pluggable look and feel - not by using the native platform’s facilities, but by roughly emulating them. This means you can get any supported look and feel on any platform. The disadvantage of lightweight components is possibly slower execution. The advantage is uniform behavior on all platforms.

The Standard Widget Toolkit (SWT) is an open source framework for developing GUI in Java. It is developed by the Eclipse Foundation, and licensed under the Eclipse Public License. It represents an alternative to AWT & Swing for developers creating desktop Java applications.

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AWT vs. Swing vs. SWT
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Basic Components of a Swing GUI

- JFrame
- contentPane
- JLabel
- JRadioButton
- JToggleButton
- JCheckBox
- JComboBox
- JSpinner
- JSlider
- JTextField
Basic Components of a Swing GUI

JTabbedPane  JPanel  JTextArea
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Basic Components of a Swing GUI

Standard Message Dialogs
GUI Demonstrations

swing_buttons1.rex
swing_password.rex
swing_xy.rex
swing_menu.rex
swing_jwindow.rex
elpShowSource.rex

swing_buttons2.rex
swing_progressbar.rex
swing_multiinput4.rex
swing_tabbedpane.rex
swt_snippet133.rex
demomenu2.rex

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