

Some notes from Phyllis for beginning of class which I missed:

At the beginning of class, he was talking about checking the preferred size property when trying to add two panels, and one panel doesn't show up. He commented that if the panel has something in it, it's more likely to show up.

He was talking about the fan panel, and questioned had anyone put a fan panel on top of a panel? He thought that could cause problems.

He also suggested paying attention to the original layout, or the layout of the bottom layer.

He said a bean is a panel and is ok to put on a frame. (Sometimes I can't tell with his way of expression what he means. For instance, a bean is always a panel, or this bean which is a panel, is ok to put on a frame.)

Recap, when you are dropping beans, check the preferred size and the layout, if you encounter problems.

He suggested selecting the location to drop, in (my notes say, the Content Pane), but it seems like the Structure pane or the Tree, is what it should be.

In Java, everything is put in a package. You can't access JButton, for instance without the package.

Lec 7

Wed 2/7/01

Make sure you drop objects into the right place in the design pane by checking the structure pane hierarchy.

JButton in design pane doesn't work even though fan f spins because it needs to make a system call which can only happen at run time.

to access a bean in asd1 from asd2:

```
asd1.Fan f = new asd1.Fan();
```

or:

```
import asd1.Fan;  
Fan f = new Fan();
```

or:

```
import asd1.*;  
Fan f = new Fan();
```

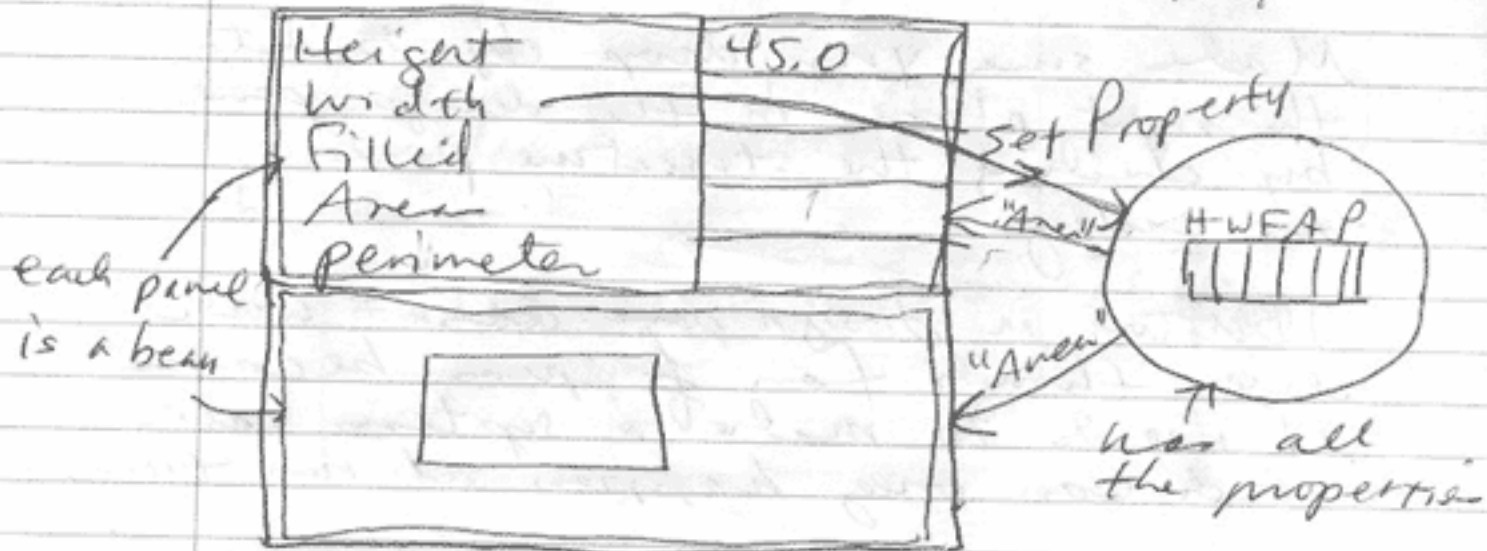
or: place whole tree into _____.jar file
see p. 149 in Liang.

Go over assign 2: p155 4.4:

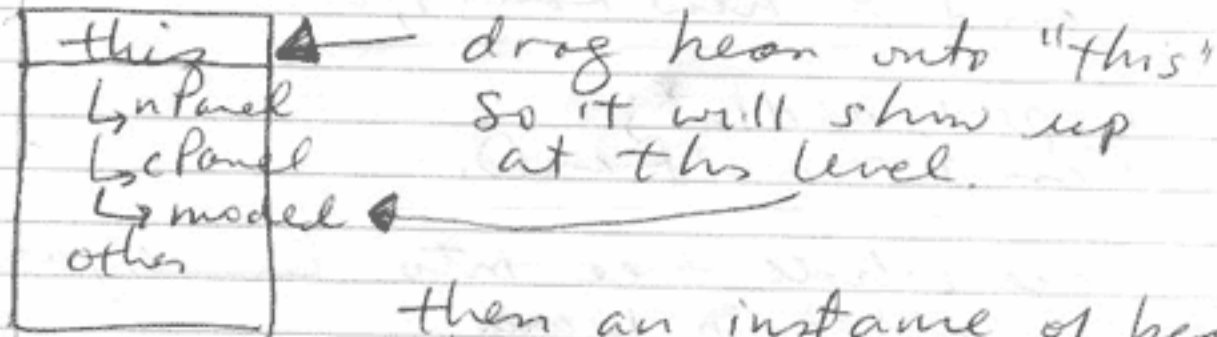
- how does JBuilder synchronize structure, design and inspector through the model. we will learn more about this in as2.

Lec 7

Wed 2/7/01

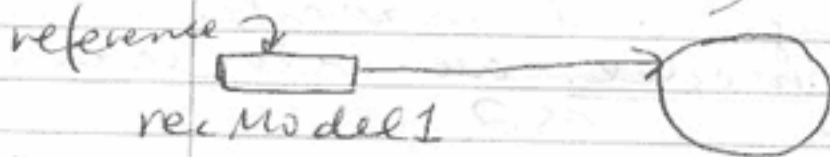


- first step is to find out how they get to know each other.



then an instance of bean is created.

Rec Model recModel1 = new RecModel()



```

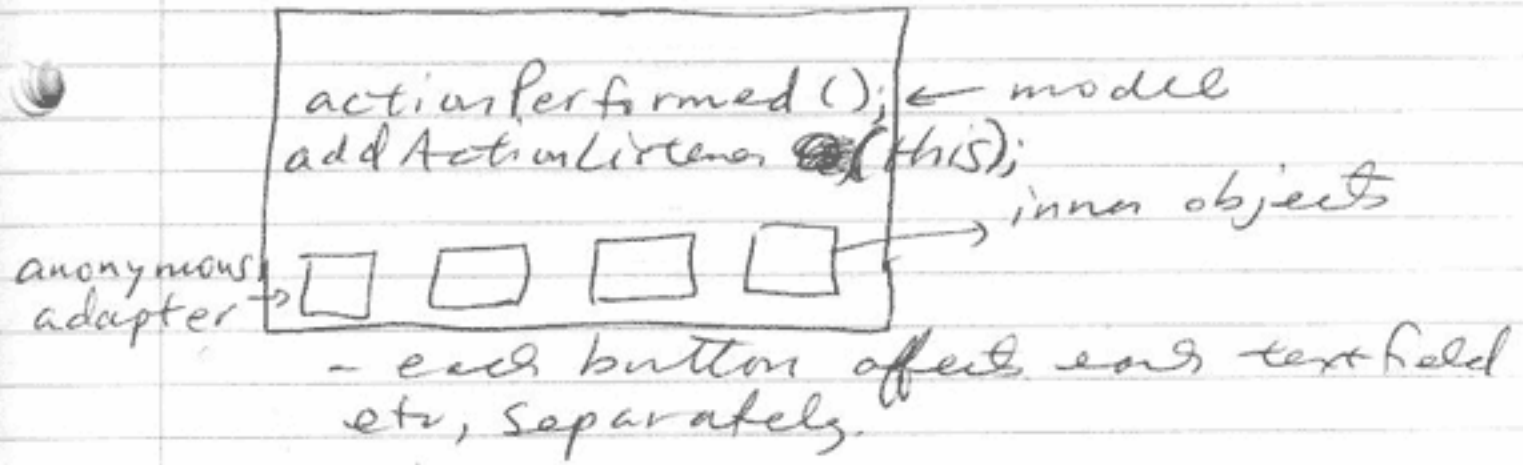
public class RectModel // will be a source
// class.
// properties h, w, c, filled // will become
// source ActionEvent // an event class.
}

```

```

public class RectEdit extends JPanel
// implements ActionListener
// properties h, w, c, filled
// listener ActionEvent
}

```



model	object

model property can point to object
 or hand code it
 - must do that.

create property name	type
model	RectModel

Note: rest of class was spent writing the code on the computer.