

Seminar Abstract

Programming with Java™ AWT

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Course Overview:

This course covers the Java Abstract Windows Toolkit (AWT) and its use in implementing Graphical User Interfaces (GUIs) in both Java applications and Java applets. This course is based on the features made available starting with JDK V1.1. The JFC/Swing GUI library is not covered in this course. Lab time is included. The course is not hardware or operating system-specific.

Course Length: 3 days

Goals:

Provided students meet the prerequisites, at the end of the course they should have a good understanding of the windowing capabilities of Java, and how to implement GUIs in that language.

Who Should Attend:

Programmers and technical managers who are seriously interested in programming GUIs using Java.

Prerequisites:

This course follows on from the courses *Programming in Java* and *Java Applets*. Attendees are expected to be comfortable with the concepts presented in those courses and the syntax required to express them in Java.

Materials:

- *Programming with Java AWT* – This book was written specifically for teaching. It serves as a useful reference once the course has been completed.

Detailed Topics:

The main topics covered are:

- Applets
- Graphics, Color, and Fonts

- Components and Containers
- Event detection and handling
- Component Layout Management
- Buttons
- Canvases
- Checkboxes
- Choices
- Labels
- Lists
- Menus
- Scrollbars
- TextAreas
- TextFields