Apache NetBeans 20 Project Creating a Swing JPanel project

Establish the name of the project and the name of the GUI window application. The project and the starting program (the GUI) are not linked as they are with strictly main()-driven Apache applications.

Project name: PropertiesInput (project)

GUI program name: AttributesInputGUI (Swing application)

Select Project/New Project and from the New Project dialog select 'Java with Ant' folder from Categories: list, and then select 'Java Application' from the Projects: list. The GUIBuilder will be established based upon this set of selections.

O New Project		
Steps	Choose Project	
1. Choose Project	G Filter:	
2	Categories: Java with Maven Java with Gradle Java with Ant JavaFX Java Web Java Enterprise NetBeans Modules HTML5/JavaScript C/C++ PHP Samples	Projects: Java Application Java Class Library Java Project with Existing Sources Java Modular Project Java Free-Form Project
	Description:	
	Creates a new Java SE application in a class in the project. Standard projects u and debug your project.	standard IDE project. You can also generate a main se an IDE-generated Ant build script to build, run,
	< <u>B</u> ack	Next > Einish Cancel Help

Now, click the New Project 'Next>' button.

The next screen, 'New Java Application' is filled-in with the Project Name (PropertiesInput) and the Project Location and the Project Folder, which are based off the Project Name.

Steps	Name and Locatio	Name and Location		
. Choose Project 2. Name and Location	Project <u>N</u> ame:	PropertiesInput]	
	Project <u>L</u> ocation:	I:\Tests-NetBeans	Br <u>o</u> wse	
	Project Fol <u>d</u> er:	I:\Tests-NetBeans\PropertiesInput		
	Use Dedicated	Folder for Storing Libraries		
	L <u>i</u> braries Folder	a	Bro <u>w</u> se	
		Different users and projects can share the same compilation libraries (see Help for details).		
	Create Main Cl	lass propertiesinput.PropertiesInput		

Also, clear the 'Use Dedicated Folder for Storing Libraries' and 'Create Main Class' check boxes. Neither apply to this project.

Click finish.

All you see now is an empty project in PropertiesInput. The GUI components will now be added.

Creating a JFrame Container

After creating the new application, you may have noticed that the Source Packages folder in the Projects window contains an empty <default package> node. To proceed with building our interface, we need to create a Java container within which we will place the other required GUI components. In this step we'll create a container using the JFrame component and place the container in a new package.

To add a JFrame container:

- In the Projects window, right-click the PropertiesInput node and choose New > JFrame Form. Alternatively, you can find a JFrame form by choosing New > Other > Swing GUI Forms > JFrame Form.
 - 1. Enter ContactEditorUI as the Class Name.
 - 2. Enter my.contacteditor as the package.

3. Click Finish.

The IDE creates the ContactEditorUI form and the ContactEditorUI class within the ContactEditorUI.java application and opens the ContactEditorUI form in the GUI Builder. Notice that the my.contacteditor package replaces the default package.

Visually this is the end result of (1) right click '<default package>, select 'new' which opens the type of interface; select 'JFrame Form...' which will provide the basis of the GUI.



Click 'JFrame Form...' .

The 'New IFrame Form' dialog appears with the defaults we need to fill in:

O New JFrame Form		x
Steps	Name and Location	
 Choose File Type Name and Location 	Class <u>N</u> ame: NewJFrame]
	Project: PropertiesInput	
	Location: Source Packages	~
	Pac <u>k</u> age:	✓
	Created File: I:\Tests-NetBeans\PropertiesInput\src\NewJ	-rame.java
	Superclass:	Browse
	Interfaces:	Browse
	A Warning: It is highly recommended that you do not pla	ce Java classes in the default package.
	< <u>B</u> ack Next >	Einish Cancel Help

Our 'Class Name' will be 'AttributesInputGUI' and it will be the application start-up class. Change 'NewJFrame' to 'AttributesInputFrame'. Before clicking 'Finish', this is how the Dialog should appear:

O New JFrame Form			X
Steps	Name and Lo	cation	
 Choose File Type Name and Location 	Class <u>N</u> ame:	AttributesInputFrame	
	<u>P</u> roject:	PropertiesInput	
	Location:	Source Packages	~
	Pac <u>k</u> age:		~
	Created File:	$I:\Tests-NetBeans\PropertiesInput\src\AttributesInput\Frame.java$	
	<u>S</u> uperclass:		Browse
	Interfaces:		Browse
	🔥 Warning:	It is highly recommended that you do not place Java classes in the de	fault package.
		< <u>Back</u> Next > <u>Finish</u> Cancel	<u>H</u> elp

Click 'Finish' and the WindowBUilder environment will be presented for standard object placement and event handling procedures which are standard programming practice.

O PropertiesInput - Apache NetBeans IDE 20		
<u>File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window</u>	Help	🔍 Search (Ctrl+I)
🐏 🚰 🚰 💺 ୭ 🍼 Kefault config> 🖂 🌚 🕈 🎇 🕨 🕬	ут 🖓 т 🕴 <mark>Б289/2/576 ОМВ</mark> 🕼 🕼	
Projects × Services Files	🖹 AttributesInputFrame.java × 🔿 🗸 🗆	Palette ×
 ◆ Propretinjnut ● Source Packages ● effecting backages 	Source Design History R State of the form (in Properties). x	Swing Containers Swing Containers Shing Containers Shing Containers Shing Containers Store Pane Totol Bar Shing Control Bar Shing Control Bar Check Baa Fadio Button Fadio Button Check Baa Fadio Button Fadio Bu
		Properties Events Code
		~ Properties
		defaultCloseOperation EXIT_ON_CLOSE V
		Utte
		alwaysOnTop
		alwaysOnTopSupported
[JFrame] - Navigator ×		autoRequestFocus 🗹
Form AttributesInputFrame		
> ⊇ Utrer Components > ⊇ UFrame]		[JFrame] 🧭
	Output - JavaAntTest (run) ×	-
		INS

It is best to execute the application now in order to allow the system to ask in the following dialog if your AttributesInputFrame is the main class. Select 'OK' and the design can begin.

🟮 Run Project	t	x
1 Pr	roject PropertiesInput does not have a main class set.	
	Select the main class:	
	AttributesInputFrame	
	OK Can	cel