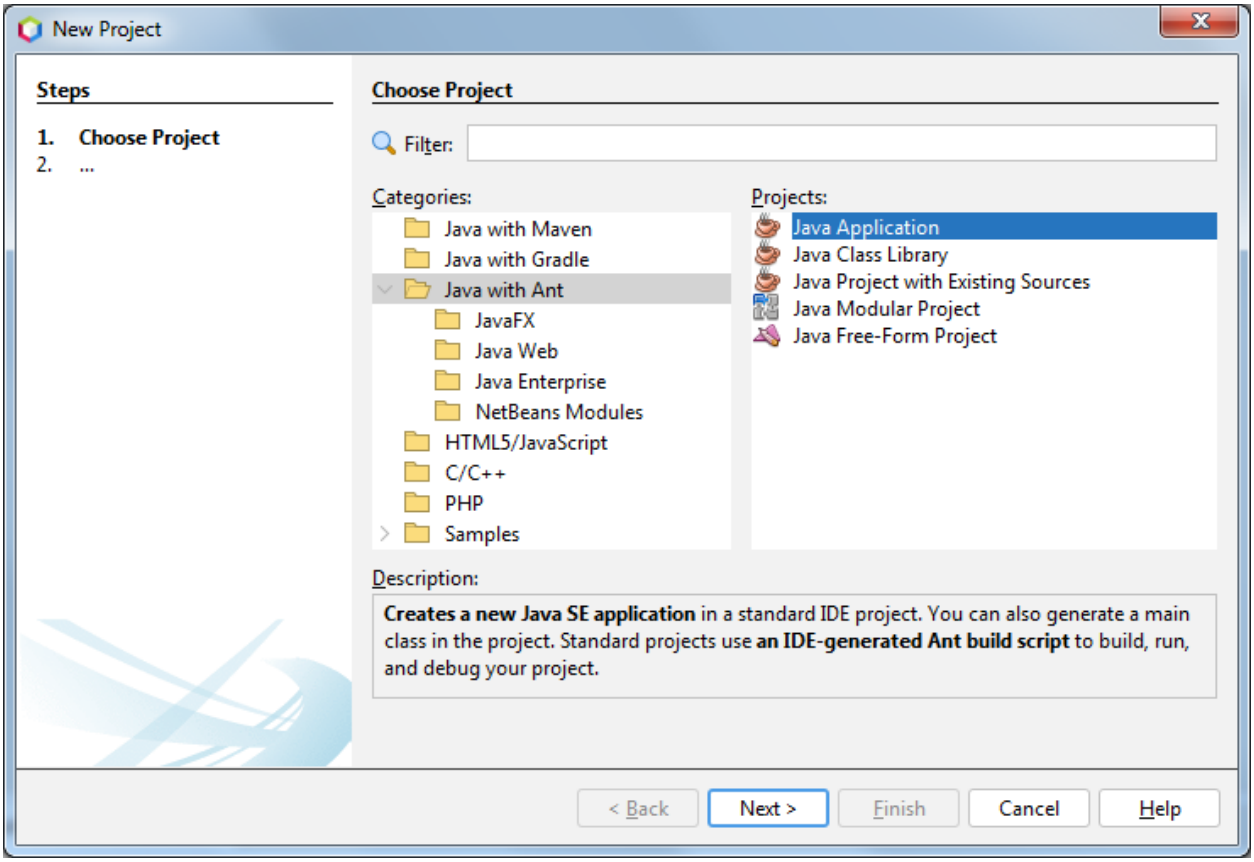
Apache NetBeans 20 Project
Creating a Swing JPanel project

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)

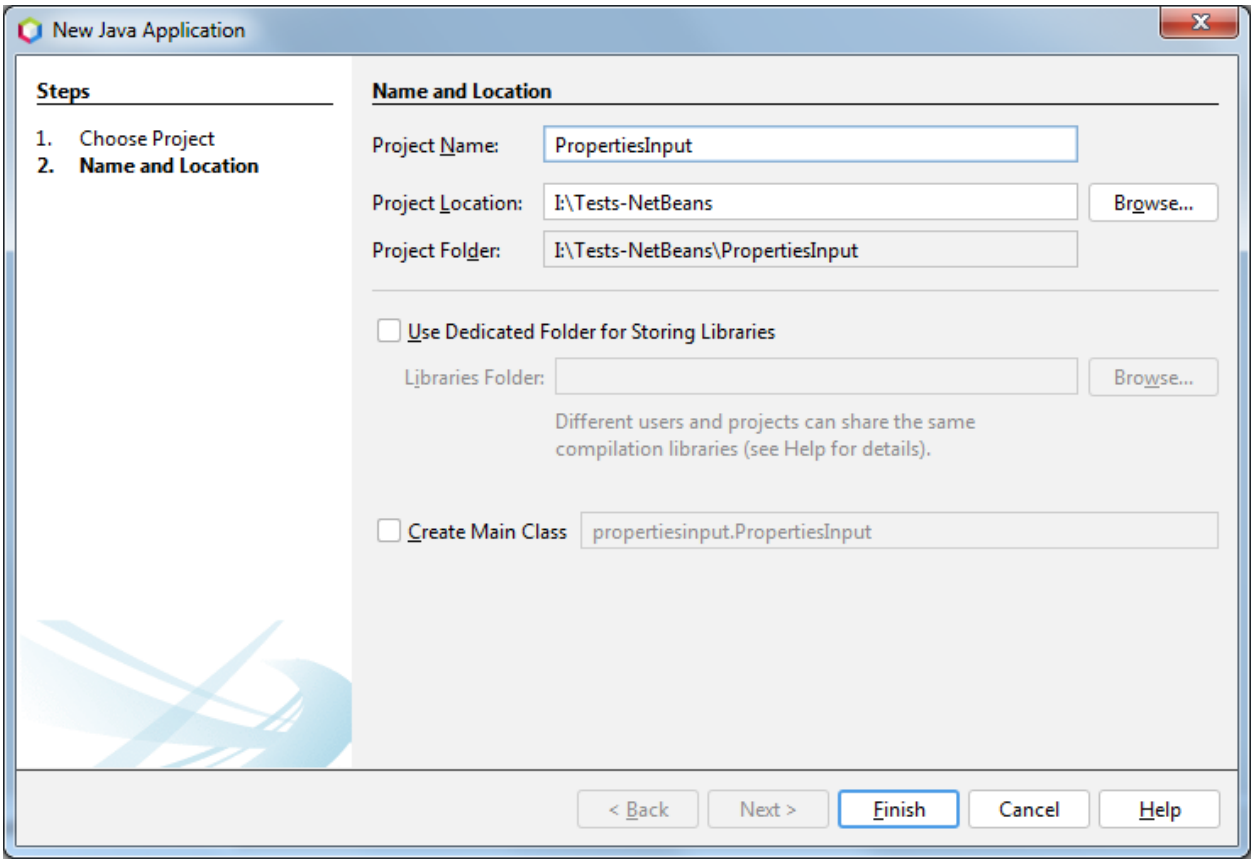
Select Project/New Project and from the New Project dialog select 'Java with Ant' folder from Categories: list, and then select 'Java Application' from the Projects: list. The GUIBuilder will be established based upon this set of selections.



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.

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.

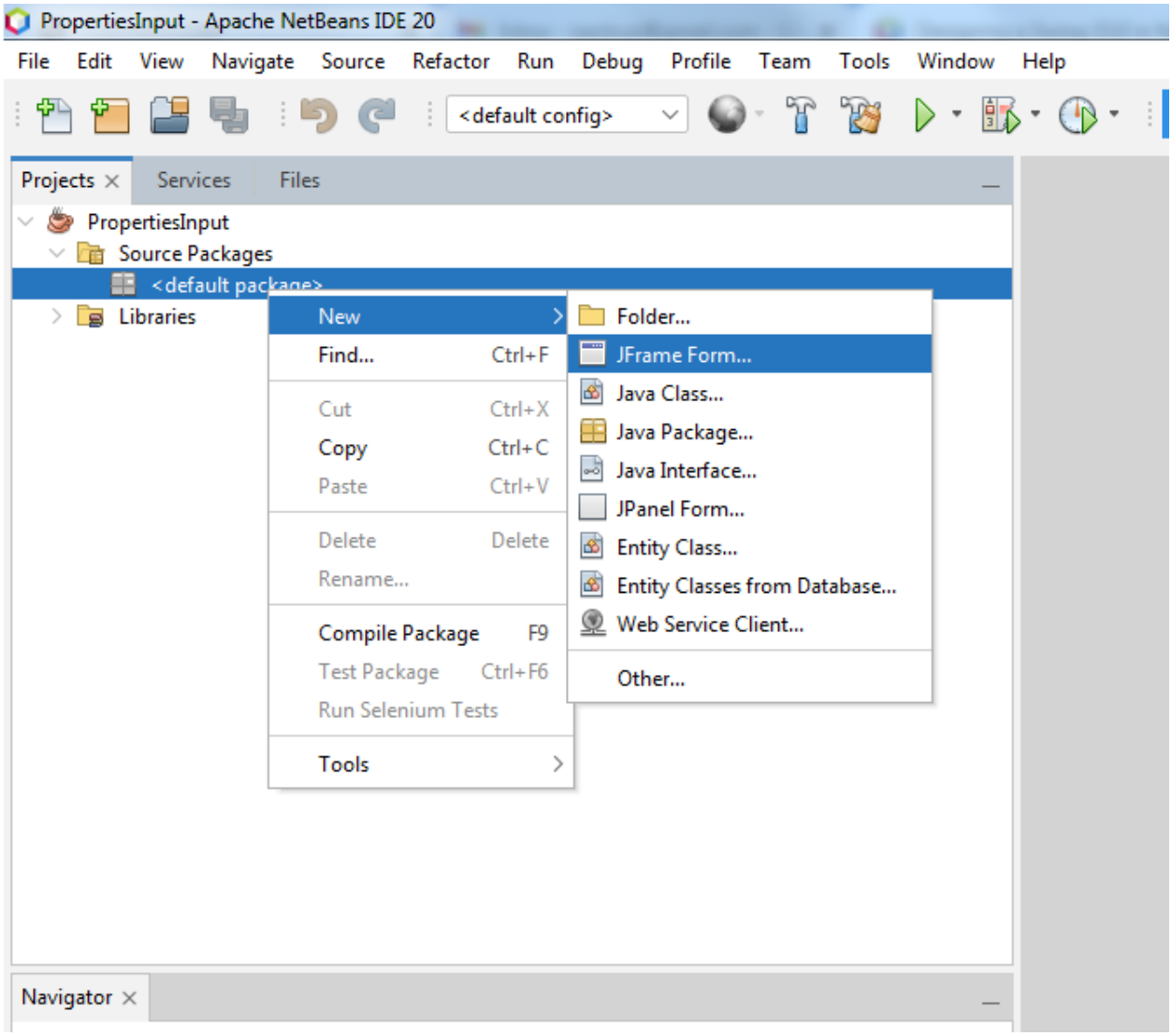
To add a `JFrame` container:

1. 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.

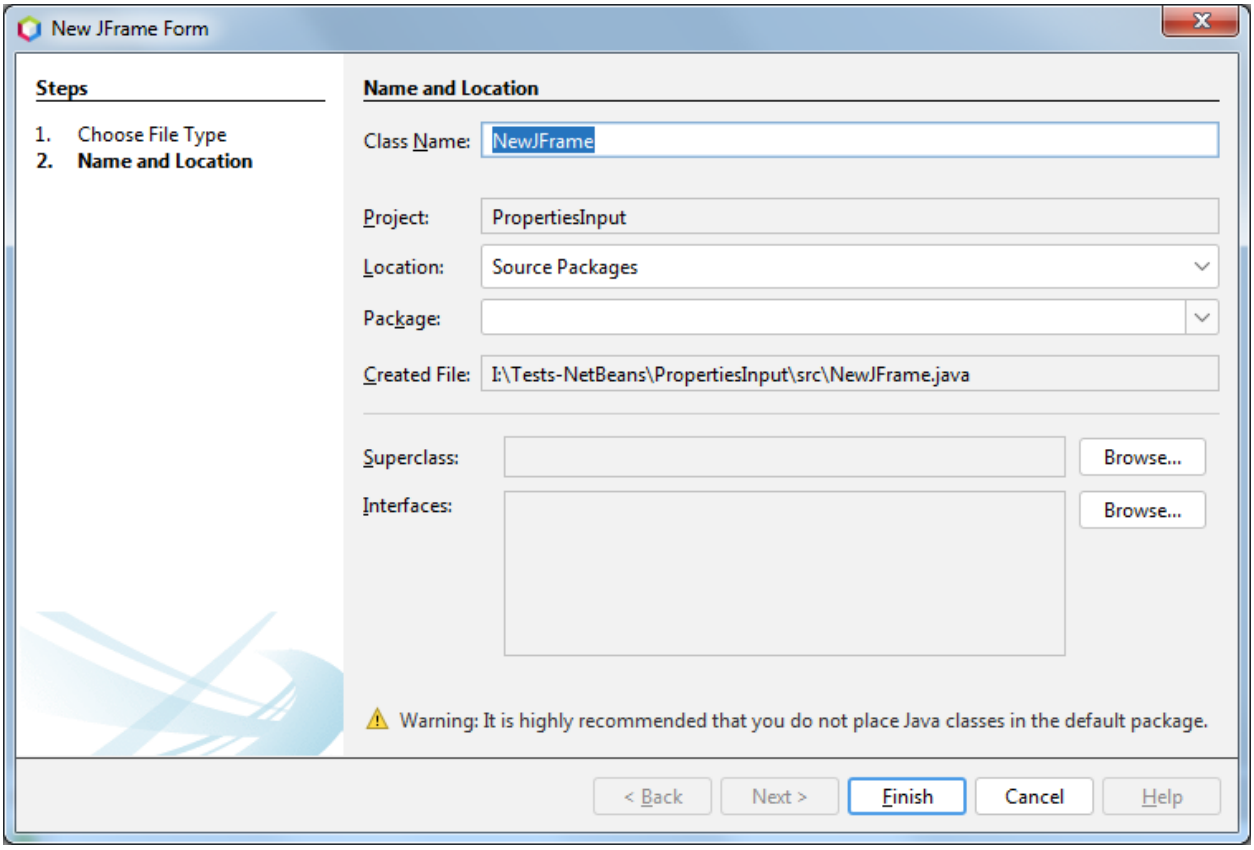
The IDE creates the `ContactEditorUI` form and the `ContactEditorUI` class within the `ContactEditorUI.java` application and opens the `ContactEditorUI` form in the GUI Builder. Notice that the `my.contacteditor` package replaces the default package.

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.

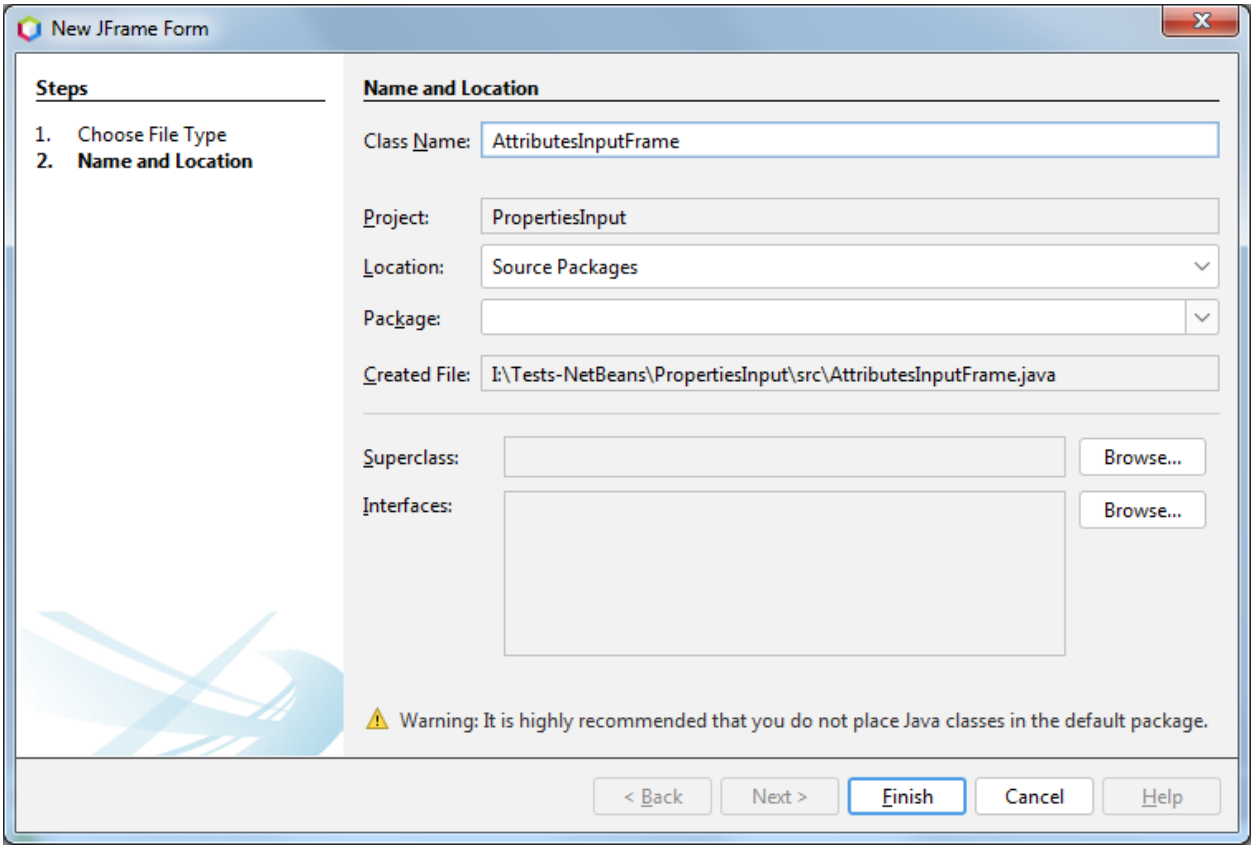


Click 'JFrame Form…' .

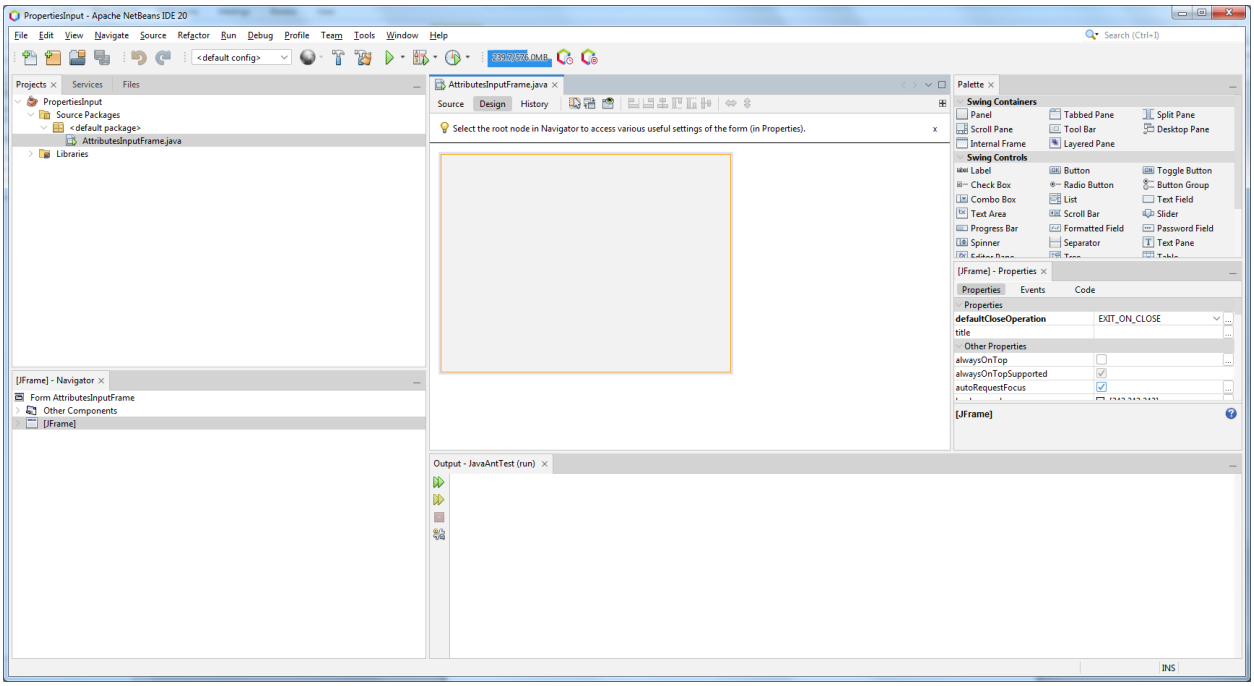
The ‘New IFrame Form’ dialog appears with the defaults we need to fill in:



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:



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



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.