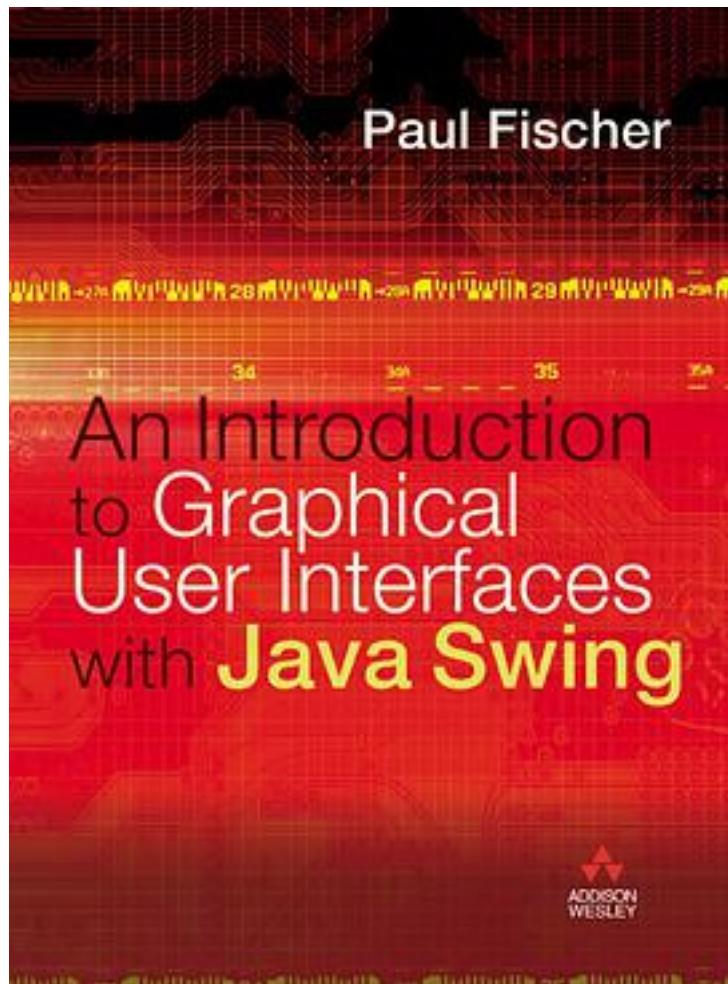


an introduction to graphical user interfaces with java swing



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著者:Paul Fischer

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Designing Graphical User Interfaces (GUIs) is a key component in developing attractive, user friendly software. This book is an introduction to programming GUIs using the Java Swing library for students who have a basic/introductory knowledge of programming in Java. Swing is gaining in popularity and is becoming the main Java library for programming GUIs. The author takes a step-by-step approach, introducing the basics of Swing to begin with and introducing increasingly more complex concepts as the reader's knowledge develops. The book will show the reader how to:

- design an interactive GUI;
- display graphics and text in GUIs;
- use the mouse to interact with the program;
- download and display a web page in a GUI.

作者介绍:

Paul Fischer is an Associate Professor in the Department of CS at Technical University of Denmark.

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