JGoodies Karsten Lentzsch

JSR 296 - SWING APP FRAMEWORK

JGoodies

- Elegant Swing applications
- Swing libraries
- Example application sources
- Design assistance
- General Swing consulting

- Expert group member for the JSR 296/295
- Offer alternative 296 implementations

Goal

Learn why & how it started, what it is, how to use it, whether you can use it.

It's easy to program Swing ...

It's easy to program Swing badly.

What's the problem?

- Swing API is big / High learning curve
- No guidance beyond the toolkit level
- No standard for desktop apps
- Hard to find desktop patterns
- Difficult for beginners and even experts

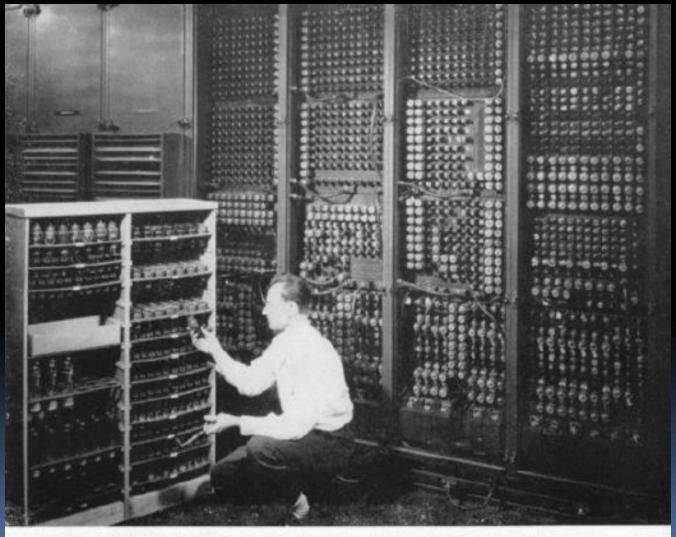
Laboratory results ->



The Solution

- Reusable, extensible framework for issues common to typical Swing apps
- Public prototype at java.net
- Developed through a JSR
- [Was] intended for Java 7

A Scary Monster?



Replacing a bad tube meant checking among ENIAC's 19,000 possibilities.

Monsters

- Eclipse RCP
- Netbeans RCP
- Spring RCP / [Spring Desktop]

296: Not Scary

- As small as possible
- Much smaller than Eclipse or Netbeans RCP
- About 20 classes
- Can be explained in less than an hour
- Targets small to medium apps
- No modules, docking, scripting, GUI markup, generic data model, event bus

Draft

- The JSR has not reached the early-draft state.
- Classes, types, methods are work in progress
- Slides focus on features, not implementation

Agenda

Lifecycle

Resources

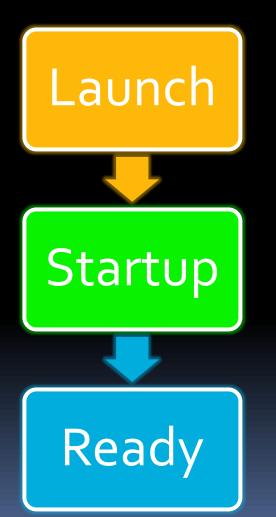
Actions

Tasks

Misc

State of the JSR

Application Lifecycle I



Calls startup() and ready() in the EDT. Usually invoked from main().

Creates, configures, and shows the GUI. Mandatory.

Work that must wait until the GUI is visible and ready for input.

Application Launch

```
public final class Starter {
   public static void main(String[] args) {
      Application.launch(MyApp.class, args);
   }
}
```

Application Start

```
public class MyApp extends Application {
  protected void startup(String[] args) {
     // Create, configure, and show the GUI
  protected void ready() {
     // Load images, fetch data, etc.
  }
```

Application Lifecycle II



Calls shutdown(), if the ExitListeners don't veto. Notifies ExitListeners about the exit.

Takes the GUI down. Final cleanup.

Application Exit

```
public void windowClosing(WindowEvent e) {
 Application.getInstance().exit(e);
public interface ExitListener {
  // Is the application allowed to exit?
  Promise<Boolean>
      applicationExiting(EventObject e);
  // Do sth. before the app is shut down
  void applicationExited();
```

Agenda

Lifecycle

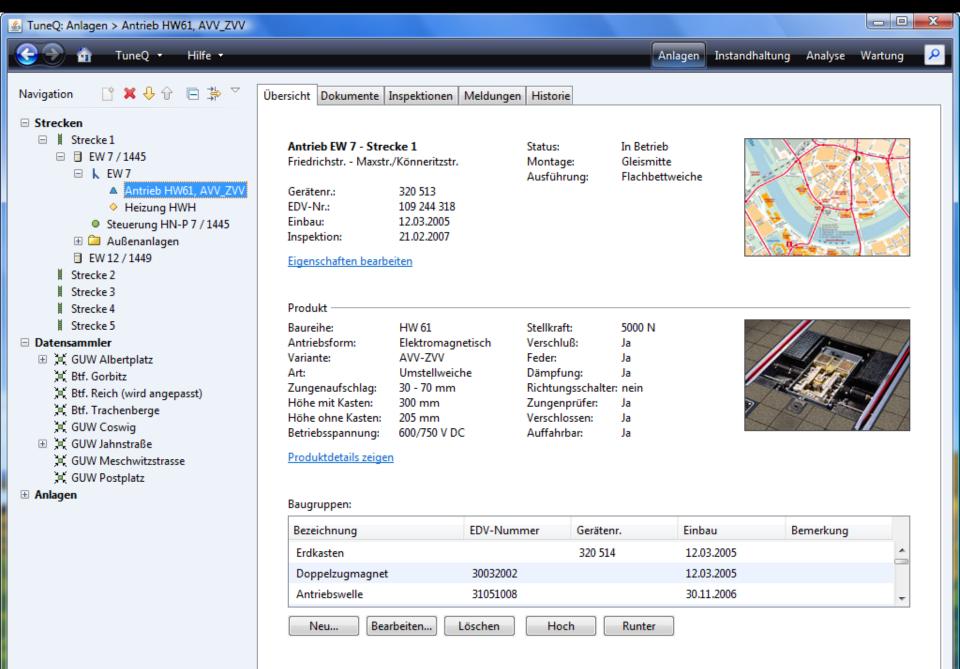
Resources

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State of the JSR



ResourceMap

- Defined with ResourceBundles
- Organized in resources subpackages
- Used to set properties specific to:
 - locale, platform, look&feel, customer
- "Rich" ResourceBundle
 - Converts strings to types
 - Expands variables
 - Adds hierarchy (chain of parents)

Properties Example

```
search.enabled=true
background.color=#A0A0A0
```

```
open.icon=open.png
open.icon=/myapp/resources/open.png
```

```
properties.title=%s Properties
```

```
editCustomer.title=${edit.title}
```

Using ResourceMap

```
public class MyForm1 {
  static final ResourceMap RESOURCES =
      Application.getInstance().
          getResourceMap(MyForm1.class);
  RESOURCES.getColor("background.color");
  RESOURCES.getIcon("open.icon");
  RESOURCES.getString("properties.title",
      objectName);
```

ResourceMap Chain

DefaultApp
Resources

MyForm1
Resources

MyForm2
Resources

MyView
Resources

MyView
Resources

MySubView
Resources

Agenda

Lifecycle

Resources

Actions

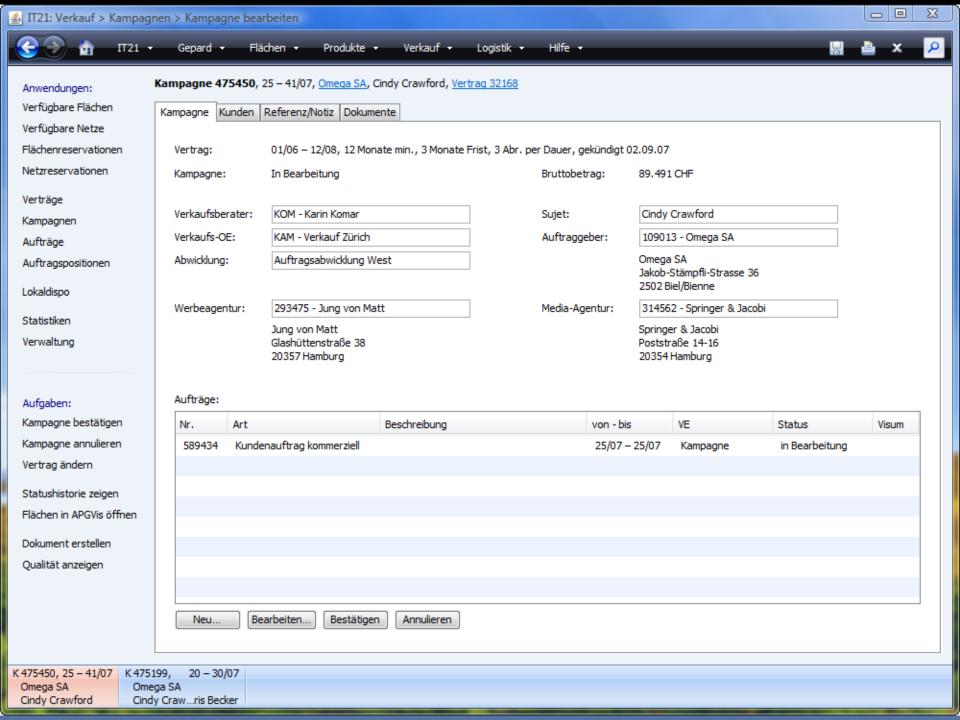
Tasks

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State of the JSR

Swing Actions

- ActionListener plus visual properties:
 - text, shortcut, mnemonic, tooltip, help text
 - enabled state



Old Style Action Definition

```
Action action = new AbstractAction("New...") {
  public void actionPerformed(ActionEvt e) {
    // perform the new operation here
aTextField.setAction(action);
aButton.setAction(action);
```

Old Style Action Definition

```
public class MyModel {
  private Action newAction;
  public Action getNewAction() {
    if (newAction == null) {
       newAction = new AbstractAction("New...") {
         public void actionPerformed(ActionEvent e) {
           // perform the new operation here
       };
       newAction.putValue(Action.MNEMONIC, ...);
       newAction.putValue(Action.SHORTCUT, ...);
    return newAction;
```

Old Style Action Definition

```
public class MyModel {
  private Action newAction;
  public Action getNewAction() {
    if (newAction == null) {
       newAction = new AbstractAction("New...") {
         public void actionPerformed(ActionEvent e) {
           // perform the new operation here
       };
       newAction.putValue(Action.MNEMONIC, ...);
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    return newAction;
```

Swing Actions

- Creating Action objects is inefficient
- Text, mnemonic, shortcut, etc. should be internationalized and may vary with the platform
- Asynchronous Actions are difficult
- Many inner Action classes
- Dispatching Action classes (one class for many Actions) help a bit

New Action Definition

```
public class MyModel {
 @Action
 public void onNewPerformed(ActionEvent evt) {
     // perform the new operation here
 @Action(enabled=false)
 public void onEditPerformed(ActionEvent evt) {
     // perform the edit operation here
```

Action Properties

```
newItem.Action.text=&New...
newItem.Action.accelerator=Ctrl N
newItem.Action.shortDescription=New item
newItem.Action.icon=images/new.png
```

@Action with direct resources

```
public class MyModel {
 @Action(text=" New...", accelerator="CTRL N")
 public void onNewPerformed(ActionEvent evt) {
     // perform the new operation here
```

Using Actions (1/2)

```
public class MyView {
  private MyModel model;
  ActionMap map =
        Application.createActionMap(model);
  Action action = map.get("newItem");
  JButton button = new JButton(action);
```

Using Actions (2/2)

- JGoodies convenience types:
 - IActionObject mit #getAction(String actionName)
- Implemented by:
 - ActionObject
 - ActionBean
 - ActionPresentationModel

Agenda

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State of the JSR

Don't Block the EDT!

- Use background threads for:
 - operations that might block, e.g. file or network IO
 - computationally intensive operations
- Approaches
 - SwingWorker
 - Spin
 - Foxtrot
- We also want:
 - progress and messages
 - convenient definition
 - dependencies between background tasks

Task and BlockingScope

- Task inherits the SwingWorker features
- Adds progress convenience ops
- Messages
- Configured from ResourceMap
- Safe exit behavior
- Blocks: nothing, Action, component, window, application

Task Definition

```
public class SaveTask extends Task {
   public SaveTask() {
      super (BlockingScope.APPLICATION,
            SaveTask.class);
   protected Object doInBackground() {
      setMessage("A message");
      setProgress(30);
   protected void succeeded() { ... }
```

Using Tasks 1/2

```
public class MyModel {
  @Action // External resources
  public Task save(ActionEvent e) {
     if (!valid()) {
       // Show notifier immediately
       return null;
    return new SaveTask();
```

Using Tasks 2/2

```
public class MyModel {
  @Action(text=" Save", enabled=false)
  public Task save(ActionEvent e) {
     if (!valid()) {
       // Show notifier immediately
       return null;
    return new SaveTask();
```

TaskService, TaskMonitor

- TaskService defines how a Task is executed
 - serially
 - by a thread pool
 - etc.
- TaskMonitor
 - provides a summary for multiple Tasks
 - bound properties for a foreground Task
 - simplifies status bar implementations

Agenda

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State of the JSR

Resource Injection

```
Set properties from like-named resources
resrcMap.injectComponents(aComponent)
myPanel.setBackground(Color c)
myLabel.setIcon(Icon i)
```

```
Set marked fields from like-named resources resrcMap.injectFields (anObject)

@Resource Color foreground;

@Resource Icon icon;
```

Resource Injection II

Pros:

- localizable by default
- easy to change visual properties
- visual properties can be edited by non-developers
- visual properties can change at runtime

Cons:

- No compile-time safety
- Multiple sources
- Almost no IDE support

Persistent Application State

- An app should store some app state:
 - window positions
 - table column widths
 - split bar positions
 - etc.

- The JSR 296 aims to do this automatically
- See also the UIState library

SessionStorage, LocalStorage

- SessionStorage
 - save(rootComponent, filename)
 - restore(rootComponent, filename)
- LocalStorage
 - abstracts per-user files
 - works for unsigned apps too
- Preferences?
 - already in the Java core
 - limited in data size

Resource Variants Proposal

Agenda

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State of the JSR

State of the JSR

- Inactive
- Spec lead and EG failed to provide a milestone draft in more than 18 month

Otherwise: Zombie

Brief History: Before 2006

- Desktop Blueprints discussions
- Lack of desktop patterns
- Almost no Sun folks for the app-level
- Background tasks:
 - Old unsupported SwingWorker
 - Spin
 - Foxtrot (synchronous)

- Project started
- Project and spec lead: Hans Muller
- JSR submitted by Sun
- EG formed
- EG discussions about the feature set

November: Major breakthrough for Swing

- Initial public pre-draft prototype
- Removed nonsense
- Feb Aug: Versions 0.1 0.4
- September: Version 1.0
- November: stuck

- Jan May: stuck
- May: Hans Muller left sun
 - See "Hans's swan song"
- July: New spec lead Alexander Potochkin
- Aug: Beta versions
- Sep: stuck

- March: Spec lead back again
- Some updates without EG discussion

Discussions

- EG almost dead
- Many messages in appframework mailing list

API is work in progress, almost not discussed

appframework Implementation

- Showstoppers require API changes
- Several problems not even identified
- API may change dramatically

Not ready for production

Alternative Implementations

- Commercial public JGoodies code
 - Lifecycle, Resources, Actions, Safe SwingWorker
 - Preferences
 - Simple local storage
- Commercial non-public JGoodies code
 - Adds Tasks, Blocking
 - No Resource Injection
- Your framework moved towards the JSR 296

Summary

- JSR scope meets what people need
- Some features are pretty stable:
 - Lifecycle, Resources, Actions
- Implementation[s] still buggy

- However: A key success factor!
- You can benefit from this JSR

References

- Google "JSR 296"
- appframework.dev.java.net
- appframework user mailing list

www.jgoodies.com/articles

A Swing Survivor's Guide

Desktop Patterns

Data Binding

JSR 296

First Aid for Swing

Layout Management

Meta Design

How to structure an app?

- Scott Delap: Desktop Java Live (slightly outdated)
- JGoodies: Desktop Patterns & Data Binding

QUESTIONS AND ANSWERS

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