

A Piece of the Action

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I was looking through the Java Foundation Classes (Swing) last week to see what the complete set of operations were that I could apply to menus, and discovered the Action object concept. An Action object is really an abstraction of both a menu item and a push button and can be constrained to behave appropriately in both environments. The advantage of using an Action object is that both representations have the same action listener and both can be enabled or disabled by the same method. To how this works, lets briefly review how menus and toolbars work.

The JMenuBar and JMenu classes in Swing work just about identically to those in the AWT. However, the JMenuItem class adds constructors that allow you to include an image alongside the menu text. To create a menu, you create a menu bar, add top-level menus and then add menu items to each of the top-level menus.

```
JMenuBar mbar = new JMenuBar();           //menu bar
setJMenuBar(mbar);                       //add to JFrame
JMenu mFile = new JMenu("File");         //top-level menu
mbar.add(mFile);                          //add to menu bar
JMenuItem Open = new JMenuItem("Open");  //menu items
JMenuItem Exit = new JMenuItem("Exit");
mFile.add(Open);                          //add to menu
mFile.addSeparator();                     // bput in separator
mFile.add(Exit);
```

JMenuItems also generate ActionEvents, and thus menu clicks causes these events to be generated. As with buttons, you can simply add action listeners to each of them.

```
Open.addActionListener(this);           //for example
Exit.addActionListener(this);
```

The JToolBar

JToolBar is a container bar for tool buttons of the type you see in many programs. The JDK documentation recommends that you add the JToolBar as the only component on one side of a BorderLayout (typically the North side), and that you not add components to the other 3 sides. The buttons you add to the toolbar are just small JButtons with picture icons and without text. The JToolBar class has two important methods: *add* and *addSeparator*.

```
JToolBar toolbar = new JToolBar();
JButton Open = new JButton("open.gif");
toolbar.add(Open);
toolbar.addSeparator();
```

By default, JButtons have a rectangular shape, and to make the usual square-looking buttons, you need to use square icons and set the Insets of the button to zero. On most toolbars, the icons are 25 x 25 pixels. You can simplify making these by deriving the simple ToolButton class below, which handles both the insets and the size:

```
public class ToolButton extends JButton {
    public ToolButton(Icon img)    {
```

```

        super(img);
        setMargin(new Insets(0,0,0,0));
        setSize(25,25);
    }
}

```

The JToolBar also has the characteristic that you can detach it from its anchored position along the top side of the program and attach it to another side, or leave it floating. This allows some user customization of the running program, but is otherwise not terribly useful. It also is not particularly well implemented and can be confusing to the user. So, I personally recommend that you use the *setFloatable(false)* method to turn this feature off.

Action Objects

Now, menus and toolbars are really two ways of representing the same thing: a single click interface to initiate some program function. Swing also provides an Action interface that encompasses both.

You could add this interface to an existing class or create a JComponent with these methods and use it as an object which you can add to either a JMenu or JToolBar. But, the most effective way is simply to extend the *AbstractAction* class.

When you add an Action object to a Jmenu, it will appear as a normal menu item and if you add it to a toolbar it appears as a button.

More important, since an Action object has its own action listener built in, you can be sure that selecting either one will have exactly the same effect. In addition, disabling the Action object has the advantage of disabling both representations on the screen.

Let's see how this works. We can start with a basic abstract ActionButton class, and use a Hashtable to store and retrieve the properties.

```

public abstract class ActionButton extends AbstractAction
    implements Action
{
    Hashtable properties;

    public ActionButton(String caption, Icon img)    {
        properties = new Hashtable();
        properties.put(DEFAULT, caption);
        properties.put(NAME, caption);
        properties.put(SHORT_DESCRIPTION, caption);
        properties.put(SMALL_ICON, img);
    }
    public void putValue(String key, Object value)    {
        properties.put(key, value);
    }
    public Object getValue(String key)    {
        return properties.get(key);
    }
    public abstract void actionPerformed(ActionEvent e);
}

```

The properties that Action objects recognize by key name are

- String DEFAULT
- String LONG_DESCRIPTION

- String NAME
- String SHORT_DESCRIPTION
- String SMALL_ICON

The NAME property determines the label for the menu item and the button, and in theory the LONG_DESCRIPTION should be used. This latter feature is not implemented in Swing 1.0x, but is expected to be in Java 1.2. The icon feature does work correctly.

Now we can easily derive an ExitButton from the ActionButton like this:

```
public class ExitButton extends ActionButton {

    JFrame fr;
    public ExitButton(String caption, Icon img, JFrame frm)    {
        super(caption, img);
        fr = frm;
    }
    public void actionPerformed(ActionEvent e)    {
        System.exit(0);
    }
}
```

and similarly for the FileButton. We add these to the toolbar and menu as follows:

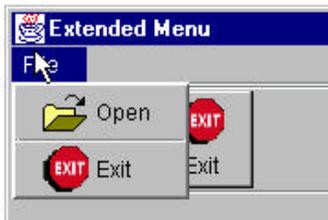
```
//Add File menu
JMenu mFile = new JMenu("File");
mbar.add(mFile);

//create two Action Objects
Action Open = new FileButton("Open",
    new ImageIcon("open.gif"), this);
mFile.add(Open);

Action Exit = new ExitButton("Exit",
    new ImageIcon("exit.gif"), this);
mFile.addSeparator(); //add spacer in menu
mFile.add(Exit);
//add same objects to the toolbar
toolbar = new JToolBar();
getContentPane().add(jp = new JPanel());
jp.setLayout(new BorderLayout());
jp.add("North", toolbar);

//add the two action objects
toolbar.add(Open);
toolbar.add(Exit);
```

This code produces the program window shown below:



The problem with his approach is that we don't usually want the images in the menu or the text on the toolbar. However, the *add* methods of the toolbar and menu have a unique feature when used to add an ACTION OBJECT-- they return an object of type JButton or JMenuItem

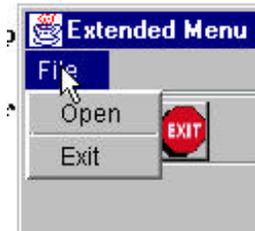
respectively. Then you can use these to set the features the way you want them. For the menu, we want to remove the icon

```
Action Open = new FileButton("Open",
    new ImageIcon("open.gif"), this);
    menuitem = mFile.add(Open);
    menuitem.setIcon(null);
```

and for the button, we want to remove the text and add a tooltip:

```
JButton button = toolbar.add(act);
button.setText("");
button.setToolTipText(tip);
button.setMargin(new Insets(0,0,0,0));
```

This gives us the screen look we want:



Design Patterns in the Action Object

One reason to spend a little time discussing Action objects is that they exemplify at least two design patterns. First, each Action object must have its own *actionListener* method, and thus can directly launch the code to respond that that action. In addition, even though these Action objects may have two (or more) visual instantiations, they provide a single point that launches this code. This is an excellent example of the Command pattern.

In addition, the Action object takes on different visual aspects depending on whether it is added to a menu or to a toolbar. In fact you could decide that the Action object is a Factory pattern which produces a button or menu object depending on where it is added. In fact, it does seem to be a Factory, because the toolbar and menu *add* methods return instances on those objects. On the other hand, the Action object seems to be a single object, and gives different appearances depending on its environment. This is a description of the State pattern, where an object seems to change class (or methods) depending on the internal state of the object.

One of the interesting and challenging things about the design patterns we have been discussing is that once you start looking at them, you discover that they are represented far more widely than you first assumed. In some cases their application and implementation is obvious, and in other cases the implementation is a bit subtle. In these cases you sort of step back, tilt your head, squint and realize that from that angle it *looks* like a pattern where you hadn't noticed one before. Again, being able to label the code as exemplifying a pattern makes it easier for you to remember how it works and easier for you to communicate to others how that code is constructed.

James W. Cooper is working on Java Design Patterns for Addison Wesley and has published 12 previous books.

References

1. Mary Campione and Kathy Walrath. *The Java Tutorial, 2nd Edition*, Addison-Wesley, 1998.