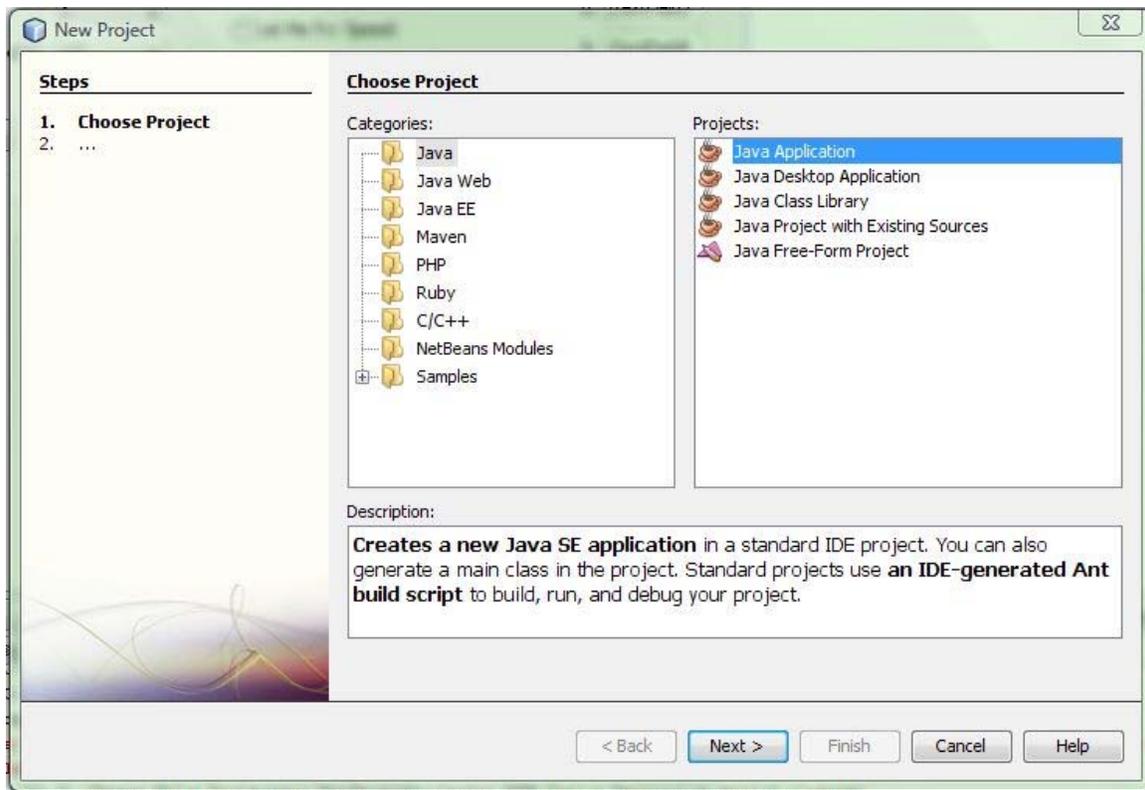


Getting Started With JApplets and the Netbeans GUI Builder

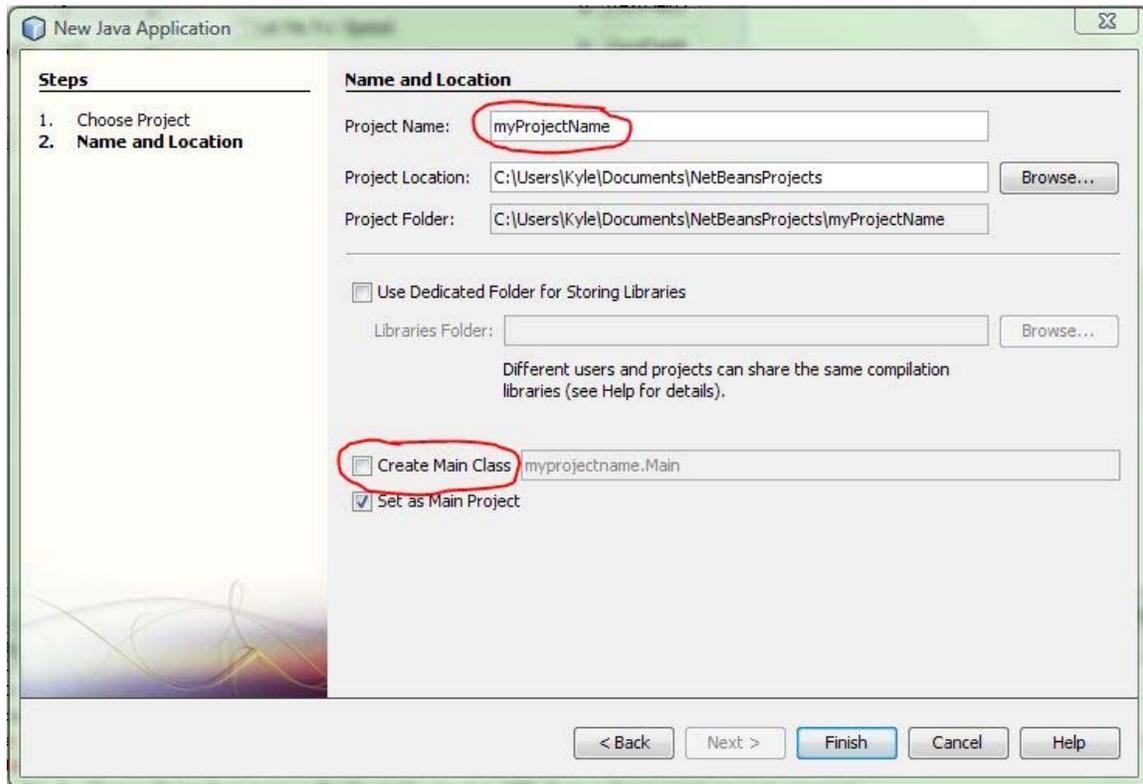
This document provides a brief outline of the steps that should be taken to create a Java Applet using the Netbeans GUI Builder. These instructions are tailored to Netbeans 6.7.1 but should be applicable to most versions of Netbeans. If you don't want to use a GUI builder, the code is not too complicated to write out manually. Some good tutorials can be found at <http://java.sun.com/docs/books/tutorial/uiswing/index.html>. This site is also good for learning about the individual components you may want to use.

Before we begin, let me add a few tips. The Netbeans IDE has many different windows, views, and toolboxes. If at some point you don't see a certain window on your screen, it can probably be made visible using the **Window** menu, so look there first.

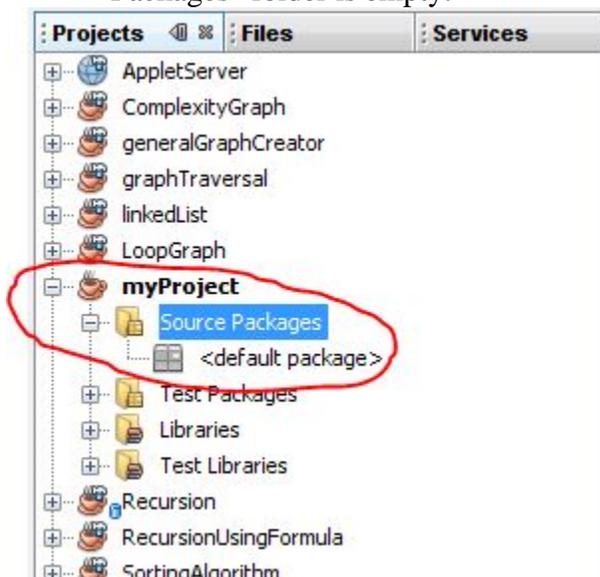
1. Begin by creating a new project in Netbeans. To do so click the new project toolbar icon or click **File->New Project**.
 - 1.1. This will bring up the New Project Wizard. Choose a Java Application project as shown here. Then click **Next**.



- 1.2. Give the project a name. Applets unlike regular java applications don't need a main method to run, so you can uncheck the create main method box here as well. Then click **Finish**.

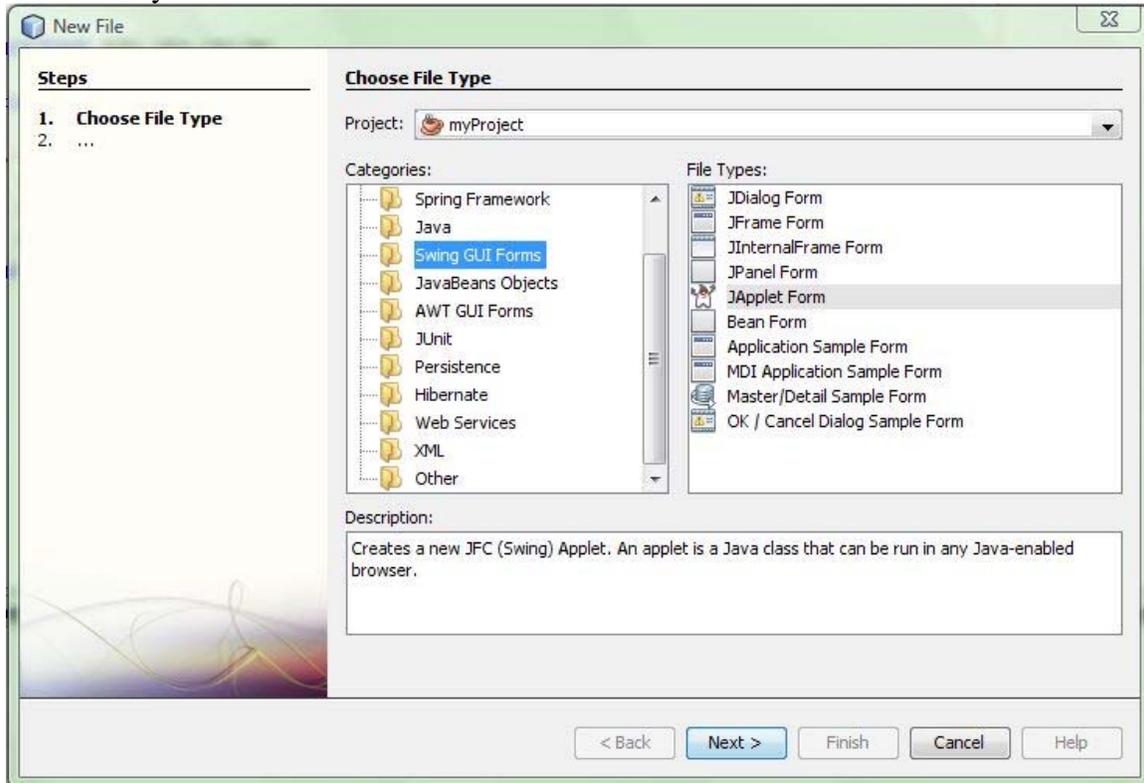


1.3. You should now see your project in the project window. Notice that the “Source Packages” folder is empty.

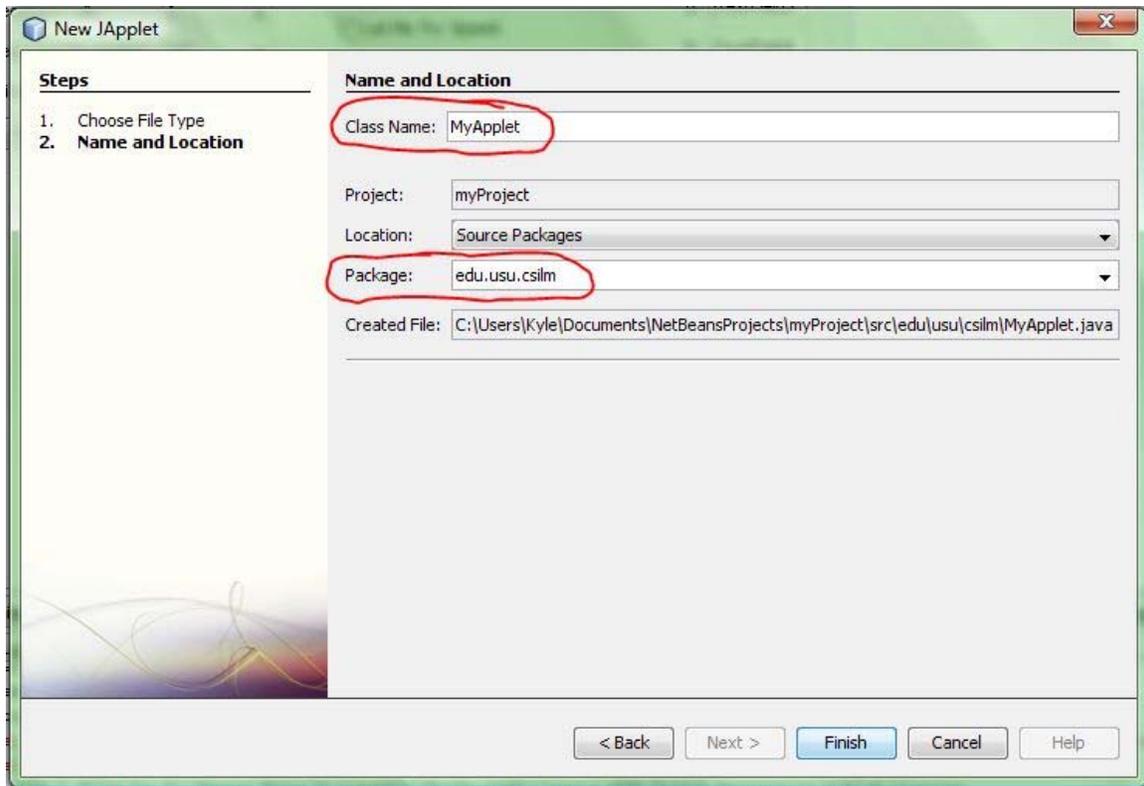


2. Next you need to create a JApplet Form. To do so click **File->New File**, click the **New File** toolbar button, or right click on the Source Packages folder and select **New File->Other**.

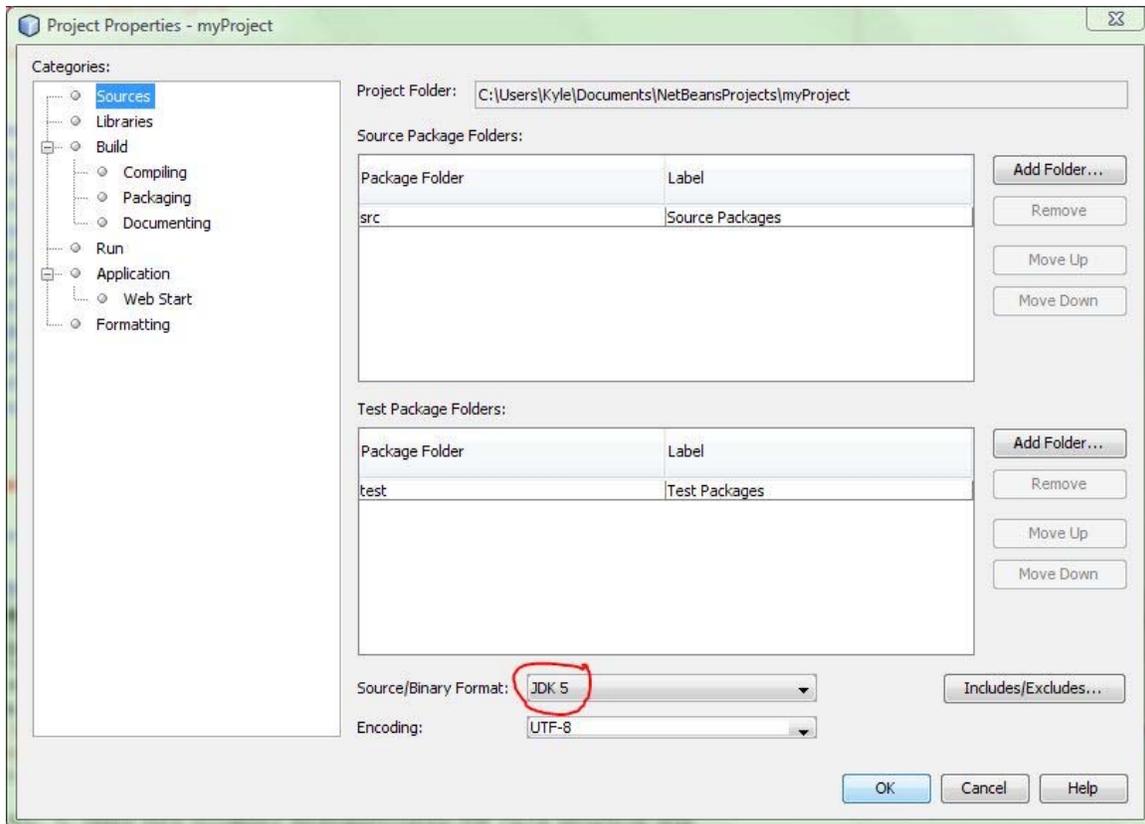
- 2.1. If you don't right click on the Source Packages Folder, make sure your project is selected before clicking, the New File button otherwise the file might be added to the wrong project.
- 2.2. Choose the file type. In this case we want to create a JApplet form so select **Swing GUI Forms** as the category and then select the **JApplet Form**. Be sure not to select a regular JApplet from the Java category because the GUI builder only works with forms. Click **Next**.



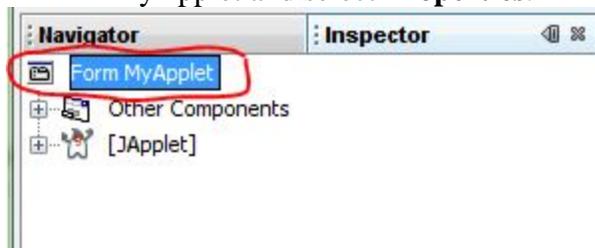
- 2.3. Give your JApplet a name. Remember Java convention for class names is CamelCase with the first letter being capitalized. Make sure the project listed is your current project and that the Location is Source Packages. Optionally enter a package name for the class. (This is recommended). Click **Finish**.



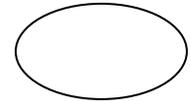
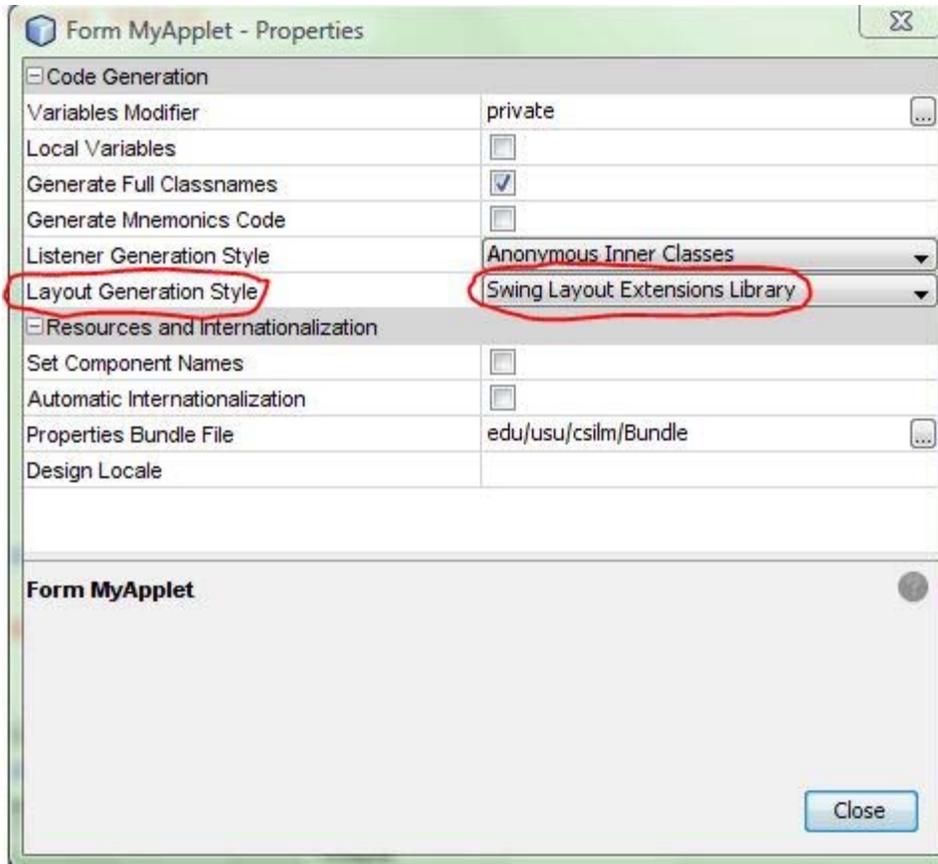
- 2.4. You should now see your JApplet in the source folder. As well as the design view of the applet.
3. Before you start adding other components to your applet there is one **critical step** left to perform. The Project must be set to compile the code using JDK 1.5 (JDK 5) and the Form must be set to use the correct libraries.
 - 3.1. To set the project source code property, right-click on the project and select properties.
 - 3.2. Set the **Source/Binary Format to JDK 1.5 (JDK 5)**. This ensures a higher level of compatibility across different platforms. Then click **OK**.



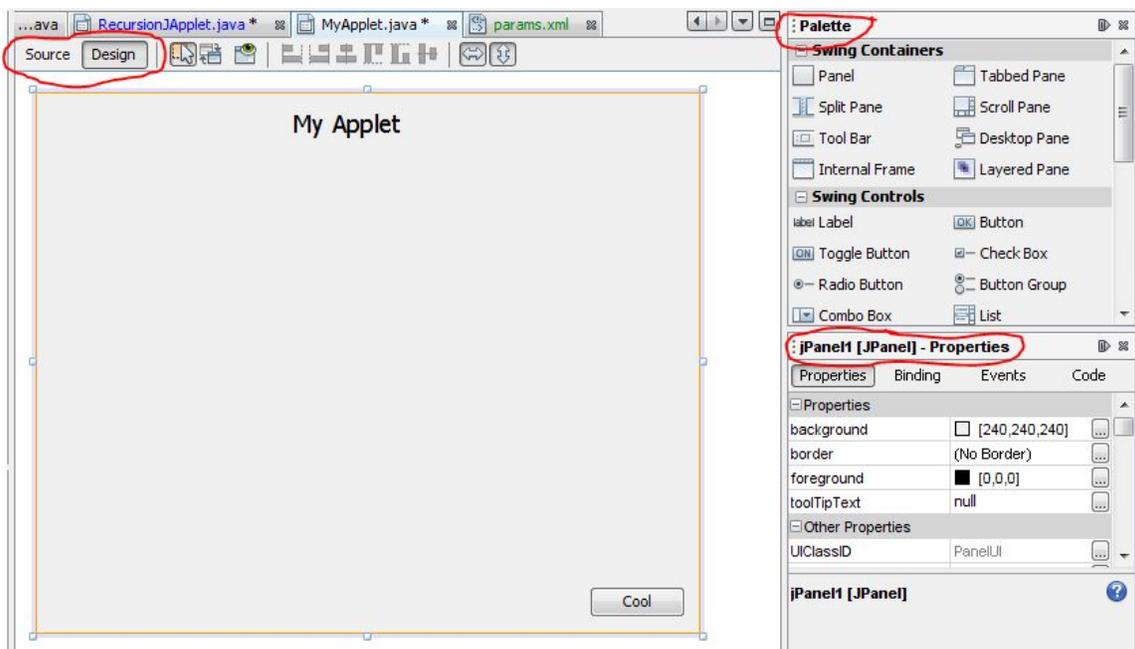
3.3. Next set the GUI Builder to use the correct library. To do this open the JApplet file. In the inspector window locate the component labeled “Form MyApplet” where MyApplet is the name of your applet. **If the Inspector window is not showing, select Window/Navigating/Inspector.** Right-click the Form MyApplet and select **Properties**.



3.4. Set the **Layout Generation Style** to **Swing Layout Extensions Library**. This again ensures a higher level of compatibility. Click **Close**.



4. You can now drag-and-drop other components to the JApplet like you would with any other WYSIWYG editor.



- 4.1. Use the Source and Design buttons to switch between the code view and the design view,
- 4.2. Use the palette to add components to your applet. Use the Properties to set properties such as font, color, event handlers, etc. Properties can be set up right clicking on the component in questions. You can also select the components from the Inspector window (and select properties there).