

## 附B. AWT 範例程式碼

- Version 1
- Version 2
- Version 3
- Version 4 (a closable windows application)

### 0.1 BlackJack專案與Main.java

以下範例係使用NetBeans 8.1建立一個名為BlackJack的專案，其中包含有以下的Main.java程式：

```
package blackjack;

public class Main {
    public static void main(String[] args) {
        // TODO code application logic here

        new BlackJackGame();
    }
}
```

### 0.2 Version 1 WindowListener的實作

以下為在BlackJack的專案中的BlackJackGame.java程式：

```
package blackjack;

import java.awt.*;
import java.awt.event.*;

public class BlackJackGame {

    BlackJackGame()
    {
        Frame mainWin = new Frame();
        mainWin.setVisible(true);
        mainWin.setSize(500, 500);
    }
}
```

```
        mainWin.setLocation(300, 200);

        MyWindowListener listener = new MyWindowListener();
        mainWin.addWindowListener(listener);

    }
}
```

以及其實作至WindowListener的MyWindowListener.java

```
package blackjack;

import java.awt.event.*;

public class MyWindowListener implements WindowListener
{

    public void windowOpened(WindowEvent e){}
    public void windowClosing(WindowEvent e)
    {
        System.exit(0);
    }
    public void windowClosed(WindowEvent e) {}
    public void windowIconified(WindowEvent e){}
    public void windowDeiconified(WindowEvent e){}
    public void windowActivated(WindowEvent e){}
    public void windowDeactivated(WindowEvent e){}

}
```

## 0.3 Version 2 使用WindowAdapter

本節改以WindowAdapter來進行相關的程式設計，以下為程式碼列表：

```
package blackjack;

import java.awt.*;
import java.awt.event.*;

public class BlackJackGame {

    BlackJackGame()
    {
        Frame mainWin = new Frame();
        mainWin.setVisible(true);
        mainWin.setSize(500, 500);
        mainWin.setLocation(300, 200);
    }
}
```

```
MyWindowAdapter listener = new MyWindowAdapter();
mainWin.addWindowListener(listener);
}
```

```
package blackjack;
import java.awt.event.*;

public class MyWindowAdapter extends WindowAdapter{
    public void windowClosing(WindowEvent e)
    {
        System.exit(0);
    }
}
```

## 0.4 Version 3 在BlackJackGame.java中定義WindowAdapter的子類別

```
package blackjack;

import java.awt.*;
import java.awt.event.*;

public class BlackJackGame {

    BlackJackGame()
    {
        Frame mainWin = new Frame();
        mainWin.setVisible(true);
        mainWin.setSize(500, 500);
        mainWin.setLocation(300, 200);

        MyNewWindowAdapter listener = new MyNewWindowAdapter();
        mainWin.addWindowListener(listener);
    }
}

class MyNewWindowAdapter extends WindowAdapter{
    public void windowClosing(WindowEvent e)
    {
        System.exit(0);
    }
}
```

## 0.5 Version 4 在BlackJackGame.java中使用匿名與內嵌式類別

```
package blackjack;

import java.awt.*;
import java.awt.event.*;

public class BlackJackGame {

    BlackJackGame()
    {
        Frame mainWin = new Frame();
        mainWin.setVisible(true);
        mainWin.setSize(500, 500);
        mainWin.setLocation(300, 200);

        mainWin.addWindowListener(new WindowAdapter()
        {
            public void windowClosing(WindowEvent e)
            {
                System.exit(0);
            }
        });
    }
}
```

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