SWING - JCOLORCHOOSER CLASS

Introduction

The class **JColorChooser** provides a pane of controls designed to allow a user to manipulate and select a color.

Class declaration

Following is the declaration for **javax.swing.JColorChooser** class −

```
public class JColorChooser
   extends JComponent
      implements Accessible
```

Field

Following are the fields for **javax.swing.JLabel** class −

- **protected AccessibleContext accessibleContext**
- **static String CHOOSER_PANELS_PROPERTY** − The chooserPanel array property name.
- **static String PREVIEW_PANEL_PROPERTY** − The preview panel property name.
- **static String SELECTION_MODEL_PROPERTY** − The selection model property name

Class constructors

S.N.	Constructor & Description
1	**JColorChooser** Creates a color chooser pane with an initial color of white.
2	**JColorChooser*ColorinitialColor*** Creates a color chooser pane with the specified initial color.
3	**JColorChooser*ColorSelectionModelmodel*** Creates a color chooser pane with the specified ColorSelectionModel.

Class methods

S.N.	Method & Description
1	**void addChooserPanel*AbstractColorChooserPanelpanel*** Adds a color chooser panel to the color chooser.
2	**static JDialog createDialog** ***Componentc, Stringtitle, booleanmodal, JColorChooserchooserPane, ActionListenerokListener, ActionListenercancelListener*** Creates and returns a new dialog containing the specified ColorChooser pane along with "OK", "Cancel", and "Reset" buttons.
3	**AccessibleContext getAccessibleContext** Gets the AccessibleContext associated with this JColorChooser.

4 **AbstractColorChooserPanel[] getChooserPanels**

Returns the specified color panels.

5 **Color getColor**

Gets the current color value from the color chooser.

6 **boolean getDragEnabled**

Gets the value of the dragEnabled property.

7 **JComponent getPreviewPanel**

Returns the preview panel that shows a chosen color.

8 **ColorSelectionModel getSelectionModel**

Returns the data model that handles color selections.

9 **ColorChooserUI getUI**

Returns the L&F object that renders this component.

10 **String getUIClassID**

Returns the name of the L&F class that renders this component.

11 **protected String paramString**

Returns a string representation of this JColorChooser.

12 **AbstractColorChooserPanel removeChooserPanel***AbstractColorChooserPanelpanel*

Removes the Color Panel specified.

13 **void setChooserPanels***AbstractColorChooserPanel***[]***panels*

Specifies the Color Panels used to choose a color value.

14 **void setColor***Colorcolor*

Sets the current color of the color chooser to the specified color.

15 **void setColor***intc*

Sets the current color of the color chooser to the specified color.

16 **void setColor***intr, intg, intb*

Sets the current color of the color chooser to the specified RGB color.

17 **void setDragEnabled***booleanb*

Sets the dragEnabled property, which must be true to enable automatic drag handling *thefirstpartofdraganddrop* on this component.

18 **void setPreviewPanel***JComponentpreview*

Sets the current preview panel.

19 **void setSelectionModel***ColorSelectionModelnewModel*

Sets the model containing the selected color.

20 **void setUI***ColorChooserUIui*

Sets the L&F object that renders this component.

21 **static Color showDialog***Componentcomponent, Stringtitle, ColorinitialColor*

Shows a modal color-chooser dialog and blocks until the dialog is hidden.

22 **void updateUI**

Notification from the UIManager that the L&F has changed.

Methods inherited

This class inherits methods from the following classes:

- javax.swing.JComponent
- java.awt.Container
- java.awt.Component
- java.lang.Object

JColorChooser Example

Create the following java program using any editor of your choice in say **D:/ > SWING > com > tutorialspoint > gui >**

SwingControlDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class SwingControlDemo {

   private JFrame mainFrame;
   private JLabel headerLabel;
   private JLabel statusLabel;
   private JPanel controlPanel;

   public SwingControlDemo(){
      prepareGUI();
   }

   public static void main(String[] args){
      SwingControlDemo  swingControlDemo = new SwingControlDemo();
      swingControlDemo.showColorChooserDemo();
   }

   private void prepareGUI(){
      mainFrame = new JFrame("Java Swing Examples");
      mainFrame.setSize(400,400);
      mainFrame.setLayout(new GridLayout(3, 1));
      mainFrame.addWindowListener(new WindowAdapter() {
         public void windowClosing(WindowEvent windowEvent){
            System.exit(0);
         }
      });
      headerLabel = new JLabel("", JLabel.CENTER);
      statusLabel = new JLabel("",JLabel.CENTER);

      statusLabel.setSize(350,100);

      controlPanel = new JPanel();
      controlPanel.setLayout(new FlowLayout());
```

```
      mainFrame.add(headerLabel);
      mainFrame.add(controlPanel);
      mainFrame.add(statusLabel);
      mainFrame.setVisible(true);
   }

   private void showColorChooserDemo(){
      headerLabel.setText("Control in action: JColorChooser");

      JButton chooseButton = new JButton("Choose Background");
      chooseButton.addActionListener(new ActionListener() {
         public void actionPerformed(ActionEvent e) {
            Color backgroundColor = JColorChooser.showDialog(mainFrame,
               "Choose background color", Color.white);
            if(backgroundColor != null){
               controlPanel.setBackground(backgroundColor);
               mainFrame.getContentPane().setBackground(backgroundColor);
            }
         }
      });

      controlPanel.add(chooseButton);
      mainFrame.setVisible(true);
   }
}
```

Compile the program using command prompt. Go to **D:/ > SWING** and type the following command.

```
D:\SWING>javac com\tutorialspoint\gui\SwingControlDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\SWING>java com.tutorialspoint.gui.SwingControlDemo
```

Verify the following output