

Jython JTable 1

[[Jython Swing](#)][[Swing](#)][[Jython](#)][[Python](#)]

方針

以下を参考に、[Jython](#) でテーブルを実装してみる

- <http://java.sun.com/docs/books/tutorial/uiswing/components/table.html>
- <http://java.sun.com/docs/books/tutorial/uiswing/components/table.html#simple>

ソースコード

実行例



First Name	Last Name	Sport	# of Years	Vegetarian
Mary	Campione	Snowboarding	5	false
Alison	Huml	Rowing	3	true
Kathy	Walrath	Knitting	2	false
Sharon	Zakhour	Speed reading	20	true
Philip	Milne	Pool	10	false

ソースコード

```
# -*- coding: utf-8 -*-

from java.lang import *
from javax.swing import JFrame;
from javax.swing import JPanel;
from javax.swing import JScrollPane;
from javax.swing import JTable;
from javax.swing import SwingUtilities
from javax.swing.table import TableModel
from javax.swing import UIManager
from java.awt import Dimension;
from java.awt import GridLayout;
from java.awt.event import MouseAdapter;
from java.awt.event import MouseEvent;

class JTableTest(JPanel):

    def __init__(self):
        self.DEBUG = True
        super(JTableTest, self).__init__(GridLayout(1,0))

        columnNames = [ "First Name",
                        "Last Name",
                        "Sport",
                        "# of Years",
                        "Vegetarian"]

        data = [
            ["Mary", "Campione", "Snowboarding", 5, False],
            ["Alison", "Huml", "Rowing", 3, True],
            ["Kathy", "Walrath", "Knitting", 2, False],
            ["Sharon", "Zakhour", "Speed reading", 20, True],
            ["Philip", "Milne", "Pool", 10, False]
        ]

        table = JTable(data, columnNames)
        table.preferredScrollableViewportSize = Dimension(500, 70)
        table.fillsViewportHeight = True

        if self.DEBUG:
```

```

        table.addMouseListener(MouseListener(table))

    scrollPane = JScrollPane(table)
    self.add(scrollPane)

    def createUI(self):
        frame = JFrame("SimpleTableDemo")
        frame.defaultCloseOperation = JFrame.EXIT_ON_CLOSE

        self.opaque = True
        frame.contentPane = self

        frame.pack()
        frame.visible = True

class MouseListener(MouseAdapter):
    def __init__(self, table):
        self.table = table

    def mouseClicked(self, e):
        numRows = self.table.rowCount
        numCols = self.table.columnCount
        model = self.table.model

        print "Value of data: "
        for i in range(numRows):
            print "¥t¥trow %d:" % i,
            for j in range(numCols):
                print "¥t%s" % model.getValueAt(i, j),
            print ""
        print "-" * 25

class Invoker(Runnable):
    def run(self):
        # Java Look & Feel (Metal) のデフォルトでボールドフォントを使用しない
        UIManager.put("swing.boldMetal", Boolean.FALSE)
        sample = JTableTest()
        sample.createUI()

SwingUtilities.invokeLater(Invoker())

```