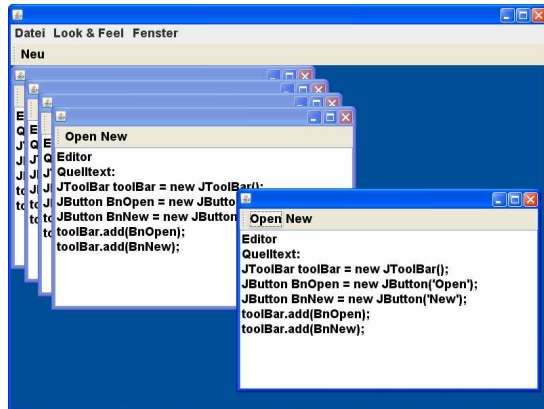


Beschreibung der Java-Dateien Look and Feel

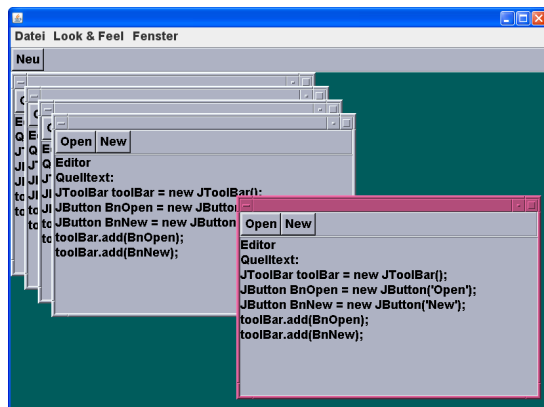
Look_and_Feel_01.java

Zeigt, wie man das „Look and Feel“ ändern kann

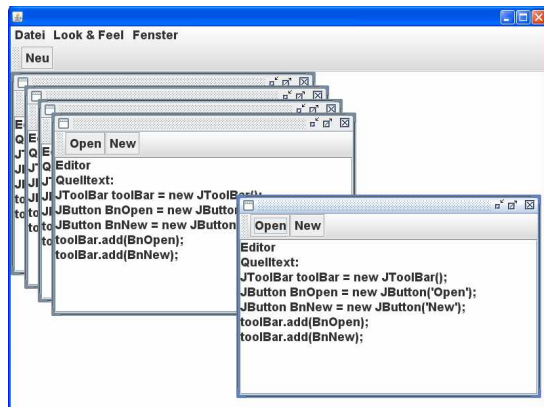
Windows:



Motif:



Metal:



```
public void MnLook_and_Feel(ActionEvent e) {
    try {
        if (e.getSource() == MnLook_Feel_Windows ) {
            UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");
            SwingUtilities.updateComponentTreeUI(this.getContentPane() );
            return;
        }
        if (e.getSource() == MnLook_Feel_Metal ) {
            UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");
            SwingUtilities.updateComponentTreeUI(this.getContentPane() );
            return;
        }
        if (e.getSource() == MnLook_Feel_Motif ) {
            UIManager.setLookAndFeel("com.sun.java.swing.plaf.motif.MotifLookAndFeel");
            SwingUtilities.updateComponentTreeUI(this.getContentPane() );
            return;
        }
        if (e.getSource() == MnLook_Feel_Macintosh ) {
            UIManager.setLookAndFeel("javax.swing.plaf.mac.MacLookAndFeel");
            SwingUtilities.updateComponentTreeUI(this.getContentPane() );
            return;
        }
    } catch (Exception exc) {
    }
}
```