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FAQ

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Category:Computer forensics Category:Mobile security Category:MalwareQ: Alternative to SwingUtilities.invokeLater() I have a problem with swing. I need a simple example to show you. my problem is like this: public void someMethod(JFrame mainFrame){ //here I'm adding a button and actionlistener to a JFrame JPanel panel = new JPanel(new FlowLayout()); panel.add(new JButton("My Button")); panel.add(new JButton("My Other Button")); panel.add(new JButton("My Other Other Button")); mainFrame.add(panel); } this method is called every time my main class's thread makes another. So it seems that what I'm doing with adding the buttons and action listener are always the same and so if I delete one of them, the next time this method is called, another button will be there and I can't delete it. So I'm looking for a way to not add a button twice or delete the last one, but I think I have to do it with threading. Something like: public void someMethod(JFrame mainFrame){ //here I'm adding a button and actionlistener to a JFrame ActionListener actionListener = new ActionListener() { @Override public void actionPerformed(ActionEvent e) { //here I'm looking for a way to check if the JFrame is already created or not //and then I can add a button or delete one } }; JPanel panel = new JPanel(new FlowLayout()); panel.add(new JButton("My Button")); panel.add(new JButton("My Other Button")); panel.add(new JButton("My Other Other Button")); mainFrame.add(panel); } But I need the actionlistener to be added after the button. A: Your button code and your ActionListener code are both inside the same method 2d92ce491b