

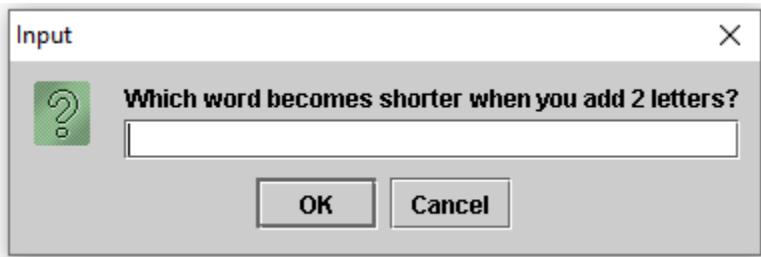
Dialog box with input

Don't forget to import the library before the class line.

```
import javax.swing.*;
```

More details can be found at: http://www.gorskicompsci.ca/JavaNotes/GUI/optionpane_note.htm

Text Box



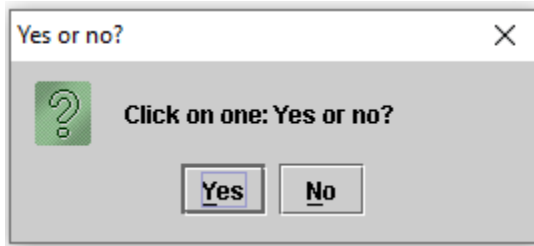
```
String input = JOptionPane.showInputDialog ("Which word becomes shorter when you add 2 letters?");
if (input.equalsIgnoreCase ("short"))
    System.out.println ("You got it.");
else
    System.out.println ("Nope. The word is 'short'.");
```

Pull Down Dialog Box



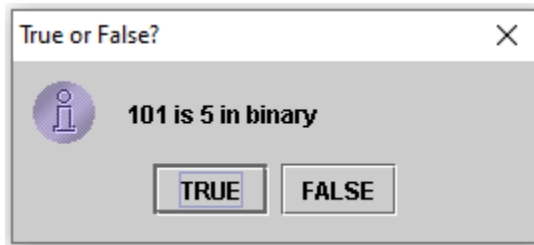
```
String[] possibleValues = {"a) Kit Kat", "b) Coffee Crisp", "c) Mars"};
String selectedValue = (String) JOptionPane.showInputDialog (null,
    "What is the best chocolate bar?", "Choose one", JOptionPane.INFORMATION_MESSAGE, null,
    possibleValues, possibleValues [0]);
if (selectedValue.equals ("b) Coffee Crisp"))
    System.out.println ("You got it.");
else
    System.out.println ("Nope. You are wrong.");
```

Yes or No Buttons



```
int input2 = JOptionPane.showConfirmDialog (null, "Click on one: Yes or no?", "Yes or no?", JOptionPane.YES_NO_OPTION);
if (input2 == 0)
    System.out.println ("Yes clicked");
else if (input2 == 1)
    System.out.println ("No clicked");
```

Your Own Buttons



```
Object[] options = {"TRUE", "FALSE"};
int ans = JOptionPane.showOptionDialog (null, "101 is 5 in binary", "True or False?",
    JOptionPane.DEFAULT_OPTION, JOptionPane.INFORMATION_MESSAGE,
    null, options, options [0]);
if (ans == 0)
    System.out.println ("TRUE clicked - that is right!");
else if (ans == 1)
    System.out.println ("FALSE clicked - that is wrong.");
```