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JLabel(String labelText) // constructor
JLabel(String labelText, int horizontalAlignment) // constructor

SwingConstants.LEFT // horizontalAlignment constants
SwingConstants.CENTER
SwingConstants.RIGHT
SwingConstants.LEADING
SwingConstants.TRAILING

String getText() // get the label's text
void setText(String labelText) // set the label's text
void setFont(Font font) // set the font of the label text

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JComboBox<String>(String[] menuOptions) // constructor

Object getSelectedItem() // return the highlighted menu item
void setSelectedItem(Object item) // set the menu to a particular item
int getItemCount() // get the number of menu items

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JCheckBox() // constructor
JCheckBox(String labelText) // constructor

boolean isSelected() // true if the checkbox is checked
void setSelected(boolean b) // toggle checkbox setting
String getText() // get the checkbox's label text
void setText(String labelText) // set the checkbox's label text

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JRadioButton() // constructor
JRadioButton(String labelText) // constructor

boolean isSelected() // true if the button is selected
void setSelected(boolean b) // toggle button setting
String getText() // get the button's label text
void setText(String labelText) // set the button's label text

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JSlider() // defaults to 0, 100, 50
JSlider(int min, int max) // initial value is (min+max)/2
JSlider(int min, int max, int initial)

int getValue() // returns current slider setting

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Font(String fontName, int style, int size) // constructor

Font.PLAIN // style constants
Font.BOLD
Font.ITALIC
Font.BOLD + Font.ITALIC

font names:

GraphicsEnvironment genv = GraphicsEnvironment.getLocalGraphicsEnvironment();
String[] names = genv.getAvailableFontFamilyNames();
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