



Boîtes de dialogues

Message



Eggs aren't supposed to be green.





DialogDemo



Simple Modal Dialogs

More Dialogs

Dialog Icons

Some simple message dialogs:

- OK (in the L&F's words)
- Yes/No (in the L&F's words)
- Yes/No (in the programmer's words)
- Yes/No/Cancel (in the programmer's words)

Show it!

Click the "Show it!" button to bring up the selected dialog.

javax.swing

Class JOptionPane

[java.lang.Object](#)

└ [java.awt.Component](#)

└ [java.awt.Container](#)

└ [javax.swing.JComponent](#)

└ **javax.swing.JOptionPane**

All Implemented Interfaces:

[ImageObserver](#), [MenuContainer](#), [Serializable](#), [Accessible](#)

```
public class JOptionPane
```

```
extends JComponent
```

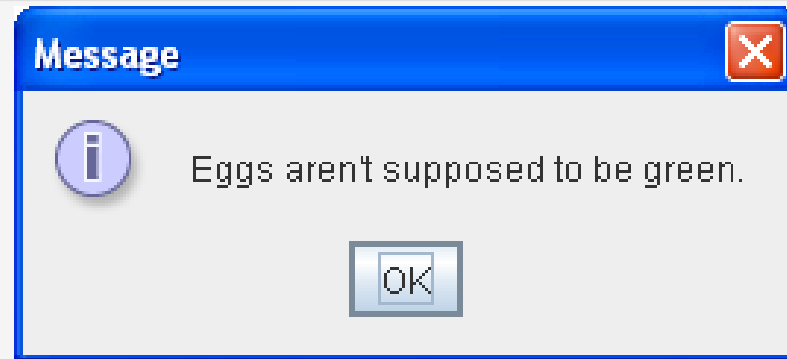
```
implements Accessible
```

JOptionPane makes it easy to pop up a standard dialog box that prompts users for a value or informs them of something. For more information on JOptionPane, see [How to Make Dialogs](#), a section in *The Java Tutorial*.

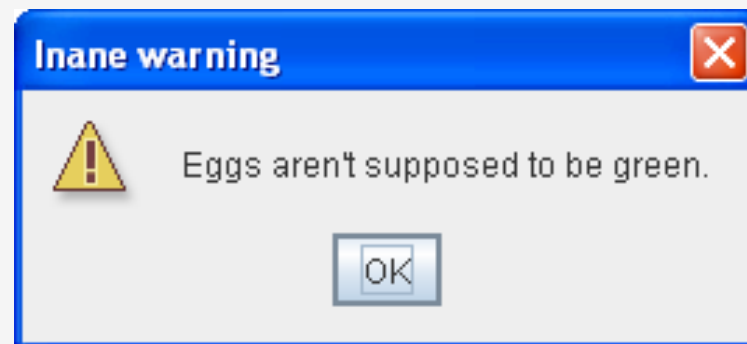
While the JOptionPane class may appear complex because of the large number of methods, almost all uses of the class are for the static showXxxDialog methods shown below:

Method Name	Description
showConfirmDialog	Asks a confirming question, like yes/no/cancel.
showInputDialog	Prompt for some input.
showMessageDialog	Tell the user about something that has happened.
showOptionDialog	The Grand Unification of the above three.

showMessageDialog



```
//default title and icon  
JOptionPane.showMessageDialog(frame,  
    "Eggs are not supposed to be green.",  
    "Message");
```



```
//custom title, warning icon  
JOptionPane.showMessageDialog(frame,  
    "Eggs are not supposed to be green.",  
    "Inane warning",  
    JOptionPane.WARNING_MESSAGE);
```



question



information



warning



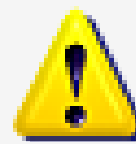
error



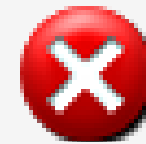
question



information

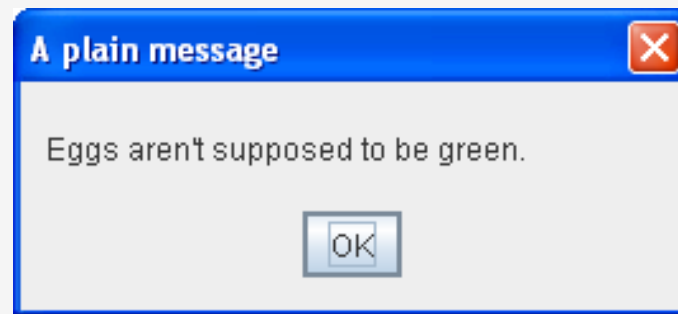


warning

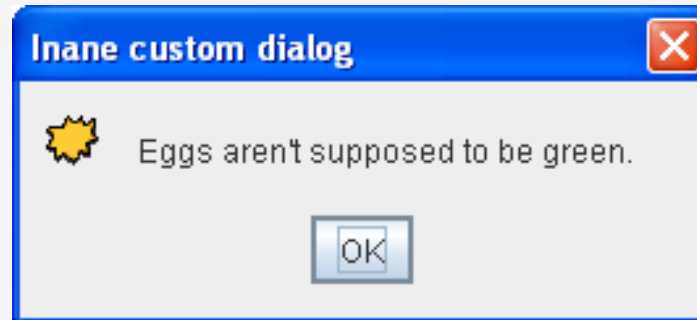


error

showMessageDialog

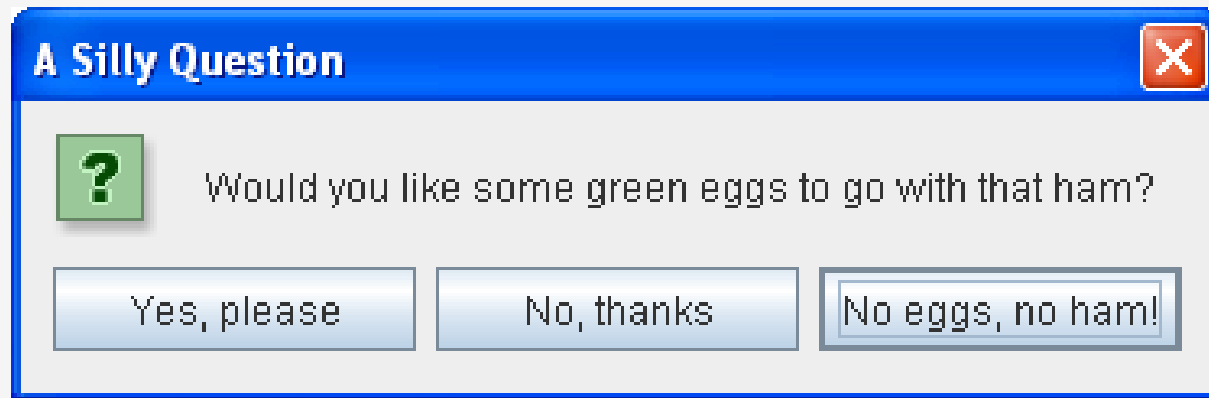


```
//custom title, no icon  
JOptionPane.showMessageDialog(frame,  
    "Eggs are not supposed to be green.",  
    "A plain message",  
    JOptionPane.PLAIN_MESSAGE);
```



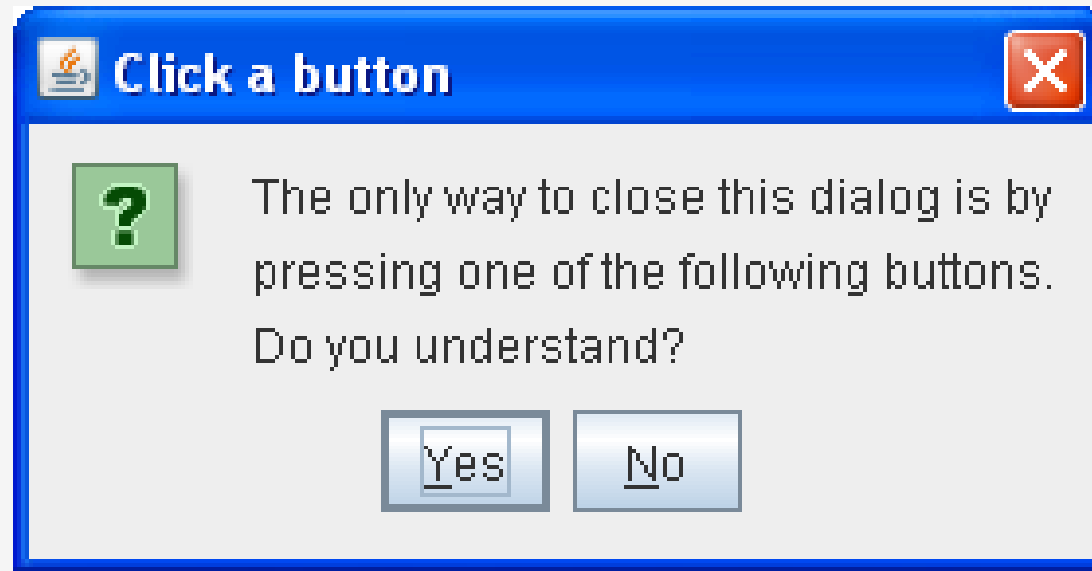
```
//custom title, custom icon  
JOptionPane.showMessageDialog(frame,  
    "Eggs are not supposed to be green.",  
    "Inane custom dialog",  
    JOptionPane.INFORMATION_MESSAGE,  
    icon);
```

showOptionDialog



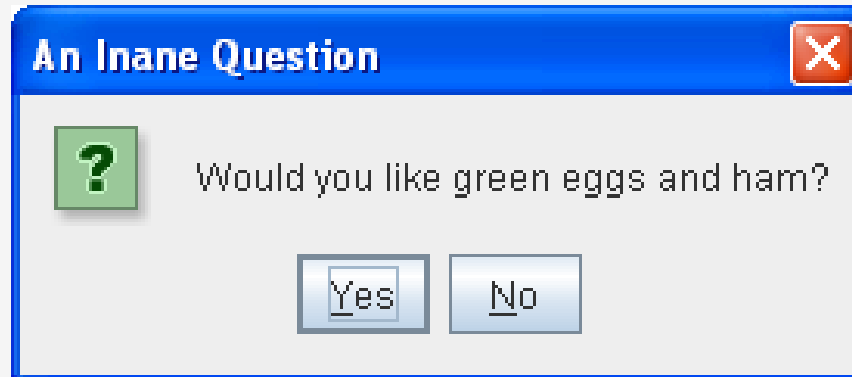
```
//Custom button text
Object[] options = {"Yes, please",
    "No, thanks",
    "No eggs, no ham!"};
int n = JOptionPane.showOptionDialog(frame,
    "Would you like some green eggs to go with that ham?",
    "A Silly Question",
    JOptionPane.YES_NO_CANCEL_OPTION,
    JOptionPane.QUESTION_MESSAGE,
    null,
    options,
    options[2]);
```


JOptionPane



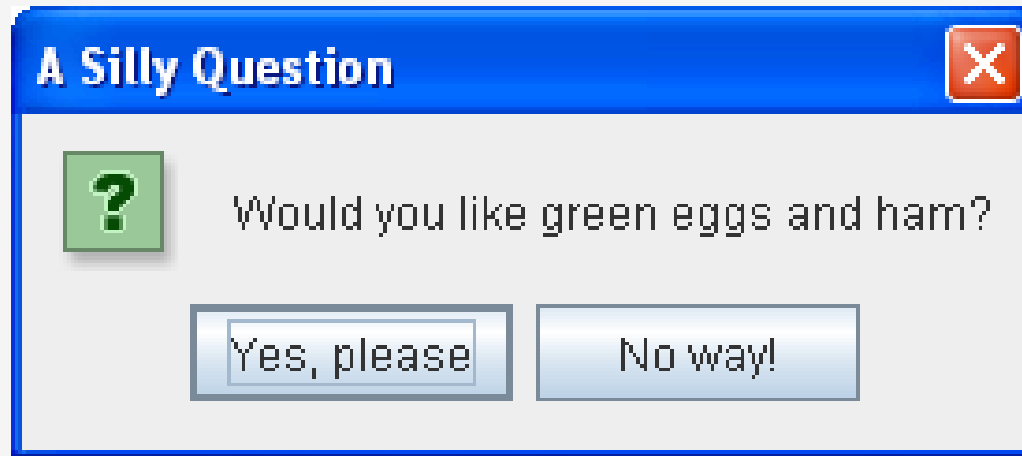
```
final JOptionPane optionPane = new JOptionPane(  
    "The only way to close this dialog is by\n"  
    + "pressing one of the following buttons.\n"  
    + "Do you understand?",  
    JOptionPane.QUESTION_MESSAGE,  
    JOptionPane.YES_NO_OPTION);
```

ShowConfirmDialog



```
//default icon, custom title
int n = JOptionPane.showConfirmDialog(
    frame,
    "Would you like green eggs and ham?",
    "An Inane Question",
    JOptionPane.YES_NO_OPTION);
```

showOptionDialog



```
Object[] options = {"Yes, please",  
                    "No way!"};  
int n = JOptionPane.showOptionDialog(frame,  
    "Would you like green eggs and ham?",  
    "A Silly Question",  
    JOptionPane.YES_NO_OPTION,  
    JOptionPane.QUESTION_MESSAGE,  
    null, //do not use a custom Icon  
    options, //the titles of buttons  
    options[0]); //default button title
```

YES_OPTION, NO_OPTION, CANCEL_OPTION, OK_OPTION, and CLOSED_OPTION.

JOptionPane.showInputDialog

