

Forum:[Hack Forums](#)

Thread: [how to update Jtable after inserting data into it.](#)

Heulen - September 6, 2015, 5:30 am

This is my Table class

Code package view;

```
import java.awt.*;
import java.sql.*;
import java.util.*;

import javax.swing.*;
import javax.swing.table.*;

import java.awt.Dimension;
import java.util.ArrayList;

import javax.swing.JPanel;
import javax.swing.JScrollPane;
import javax.swing.JTable;

import Database.Database;

public class Table extends JPanel {
    Database db;
    JScrollPane scrollPane;

    public Table(Database db) {
        this.db = db;
        JTable table = maakTabel("Crocodile");

        scrollPane = new JScrollPane(table);
        this.add(scrollPane);

        JPanel buttonPanel = new JPanel();
        this.add(buttonPanel, BorderLayout.SOUTH);
    }

    public void veranderTabel(String animalType) {
        // hoe verwijder je een tabel
        // hoe voeg je een nieuwe tabel toe
        JTable table = maakTabel(animalType);

        this.remove(scrollPane);
        scrollPane = new JScrollPane(table);
        this.add(scrollPane);
    }

    public JTable maakTabel(String animalType) {
```

```

ArrayList columnNames = new ArrayList();
ArrayList data = new ArrayList();

try {
    ResultSet rs = db.getAllAnimals();
    //ResultSet rs = db.getAnimalType(animalType);
    ResultSetMetaData md = rs.getMetaData();
    int columns = md.getColumnCount();

    // Get column names
    for (int i = 1; i <= columns; i++) {
        columnNames.add(md.getColumnName(i));
    }
    // Get row data
    while (rs.next()) {
        ArrayList row = new ArrayList(columns);

        for (int i = 1; i <= columns; i++) {
            row.add(rs.getObject(i));
        }
        data.add(row);
    }
} catch (SQLException e) {
}

Vector columnNamesVector = new Vector();
Vector dataVector = new Vector();

for (int i = 0; i < data.size(); i++) {
    ArrayList subArray = (ArrayList) data.get(i);
    Vector subVector = new Vector();
    for (int j = 0; j < subArray.size(); j++) {
        subVector.add(subArray.get(j));
    }
    dataVector.add(subVector);
}

for (int i = 0; i < columnNames.size(); i++)
    columnNamesVector.add(columnNames.get(i));

// Create table with database data
JTable table = new JTable(dataVector, columnNamesVector) {
    public Class getColumnClass(int column) {
        for (int row = 0; row < getRowCount(); row++) {
            Object o = getValueAt(row, column);

            if (o != null) {
                return o.getClass();
            }
        }

        return Object.class;
    }
}

```

```

};

return table;
}
}

```

This is my DetailsPanel class where I add an animal to the database with the addBtn

Code package view;

```

import java.awt.Dimension;
import java.awt.GridBagConstraints;
import java.awt.GridBagLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

```

```

import javax.swing.ButtonGroup;
import javax.swing.JButton;
import javax.swing.JComboBox;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JRadioButton;
import javax.swing.JTextField;

```

```

import mammals.Elephant;
import mammals.Human;
import reptiles.Crocodile;
import Database.Database;
import animals.Animal;

```

```

@SuppressWarnings("serial")
public class DetailsPanel extends JPanel {

```

```

    JLabel firstnameLabel = new JLabel("Firstname: ");
    JLabel weightLabel = new JLabel("Weight: ");
    JLabel lastnameLabel = new JLabel("Lastname: ");
    JLabel genderLabel = new JLabel("Female: ");

```

```

    String[] petStrings = { "Type", "Elephant", "Human", "Crocodile" };

```

```

    JComboBox<?> selector = new JComboBox<Object>(petStrings);
    JTextField firstnameField = new JTextField(10);
    JTextField weightField = new JTextField(10);
    JTextField lastnameField = new JTextField(10);

```

```

    JTextField bodycoveringField = new JTextField(10);
    // JTextField genderField = new JTextField(10);
    JTextField errorField = new JTextField(20);
    JRadioButton maleButton = new JRadioButton("Male");
    JRadioButton femaleButton = new JRadioButton("Female");

```

```

    ButtonGroup group = new ButtonGroup();
    {
        group.add(maleButton);

```

```

    group.add(femaleButton);
}

JButton addBtn = new JButton("Add");

public DetailsPanel(Database db) {

    add(selector);
    lastnameField.setEditable(false);

    selector.addActionListener(new ActionListener() {

        @Override
        public void actionPerformed(ActionEvent e) {
            @SuppressWarnings("unchecked")
            JComboBox<String> combo = (JComboBox<String>) e.getSource();

            String geselecteerdeType = (String) combo.getSelectedItem();
            if (geselecteerdeType.equals("Human")) {
                // aanzetten lastname field
                lastnameField.setEditable(true);
            } else {
                // uitzetten lastname field
                lastnameField.setEditable(false);
                lastnameField.setText("");
            }
        }
    });

    addBtn.setMaximumSize(new Dimension(120, 30));
    addBtn.setPreferredSize(new Dimension(120, 30));

    addBtn.addActionListener(new ActionListener() {

        @Override
        public void actionPerformed(ActionEvent event) {

            String firstName = firstnameField.getText();
            if (firstName.equals("")) {
                errorField.setText("Vul een naam in");
                return;
            }

            double weight;
            try {
                weight = Double.parseDouble(weightField.getText());
            } catch (Exception e) {
                errorField.setText("Vul een getal in bij gewicht");
                return;
            }

            boolean female;
            if (maleButton.isSelected()) {

```

```

        female = false;
    } else if (femaleButton.isSelected()) {
        female = true;
    } else {
        errorField.setText("Kies een geslacht");
        return;
    }

```

```

Animal animal = null;
String animalType = (String) selector.getSelectedItem();

```

```

switch (animalType) {
    case "Human":
        boolean married = false;
        String lastName = lastnameField.getText();
        if (lastName.equals("")) {
            errorField.setText("Vul de achternaam in");
            return;
        }
        animal = new Human(firstName, lastName, married, weight, female);
        break;
    case "Crocodile":
        animal = new Crocodile(firstName, weight, female);
        break;
    case "Elephant":
        animal = new Elephant(firstName, weight, female);
        break;
    default:
        errorField.setText("Kies een type");
        System.out.println(animalType);
        return;
}

```

```

db.addAnimal(animal);

```

```

    }
});

```

```

setGrid();
}

```

```

public void setGrid() {
    setLayout(new GridBagLayout());

    GridBagConstraints gc = new GridBagConstraints();

    // textfields

    gc.gridx = 2;
    gc.gridy = 0;
    add(firstnameField, gc);

    gc.gridx = 2;
    gc.gridy = 1;
    add(lastnameField, gc);

    gc.gridx = 2;

```

```
gc.gridy = 2;
add(weightField, gc);

gc.gridx = 5;
gc.gridy = 0;
// gc.gridheight = 3;
// gc.fill = GridBagConstraints.VERTICAL;
add(addBtn, gc);
```

```
gc.gridx = (int) 3.5;
gc.gridy = 1;
add(maleButton, gc);
```

```
gc.gridx = 4;
gc.gridy = 1;
add(femaleButton, gc);
```

```
// textlabels
```

```
gc.gridx = 0;
gc.gridy = 0;
add(selector, gc);
```

```
gc.gridx = 1;
gc.gridy = 0;
add(firstnameLabel, gc);
```

```
gc.gridx = 1;
gc.gridy = 1;
add(lastnameLabel, gc);
```

```
gc.gridx = 1;
gc.gridy = 2;
add(weightLabel, gc);
```

```
errorField.setEditable(false);
gc.gridx = 3;
gc.gridy = 2;
gc.gridwidth = 3;
add(errorField, gc);
}
```

}Now when I press addBtn it checks if all the info is correct and then it does db.addAnimal(animal);

After that I want my jTable that contains all info about the animals to refresh.

How do I do this?

eSp0rt - September 6, 2015, 7:48 am

tableModel.fireTableDataChanged() ?

WildeThing - September 6, 2015, 8:00 am

Use a DefaultTableModel and add data to the model and it should update automatically.

c0ffee - September 6, 2015, 9:05 am

Your code looks nice but maybe it's better to not use dutch in the future?

Spoiler ([Click to View](#))Maakt de code iets mondialer ?

Heulen - September 7, 2015, 5:39 am

(Sep 6, 2015 07:48 AM)eSp0rt Wrote: [\[CITE\]](#) tableModel.fireTableDataChanged() ?

how would I use that? ?

I'm a pretty big noob sorry

eSp0rt - September 7, 2015, 6:15 am

(Sep 7, 2015 05:39 AM)Heulen Wrote: [\[CITE\]](#) how would I use that? ?

I'm a pretty big noob sorry

When you put your element add this.

Heulen - September 7, 2015, 6:22 am

(Sep 7, 2015 06:15 AM)eSp0rt Wrote: [\[CITE\]](#) When you put your element add this.

so, where in the code? at the addBtn ActionListener?

eSp0rt - September 7, 2015, 6:32 am

(Sep 7, 2015 06:22 AM)Heulen Wrote: [\[CITE\]](#) so, where in the code? at the addBtn ActionListener?

At the end of your addAnimal method maybe? (im on phone is hard to see the code)