

Course Name: A Level (2nd Sem)
Topic: AWT(part 2)

Subject: JAVA
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BASIC TERMS(continued):

Label class:

A label is an informatory GUI component that typically describes another component. For example, you see a label Username side of a username field to tell you that the textfield is for typing username.

Button class:

A Button is the most common GUI control that lets you click on it do some action. You might already have seen it a lot of times, in OK and Cancel buttons.

TextField class:

A TextField can contain a single row text. It is mostly used for single line data. You already have seen it in lot of username fields and even in the subscribe field in the blog sidebar. It is a sub class of Text Component.

TextArea class:

A TextArea can contain multiple rows of text. You might have seen it in Notepad, that's where you write text. As it contains multiple rows and columns, it contains scrollbars.

Checkbox class:

A checkbox allows user to check or un check an option. Users can check multiple checkboxes. However, you can also use checkbox as a radio button (which restricts user to select only one out of various checkboxes) if several checkboxes are added to a group.

Choice class:

A Choice allows user to choose an item from a list of similar items. It is a drop down menu also called as a combo box (in swing) and only one item is visible before drop down.

List class:

A List unlike a Choice allows user to select multiple items, however there is also an option to restrict to a single selection. But a list looks different, all items are visible in the List.

Working with Menus:

A MenuBar is a component that contains menus. A Menu contains MenuItems and other menus. If A menu contains B Menu then B Menu is said to be a sub menu of A Menu.

CheckboxMenuItem class:

A CheckboxMenuItem is a MenuItem that can be checked or un-checked. We might have seen it in Notepad > Format > Wordwrap.

Dialog class:

A dialog is a window with a title bar but with no minimize or maximize options. It is a direct sub-class of Window and comes with default BorderLayout. We can also remove the title bar as we can in Frame. Also, a dialog can be constructed with a parent, typically a Frame or another dialog.

FileDialog class:

A FileDialog is a dialog that lets user select a file either for opening or saving. We can see it when we click open/save as in Notepad.

AWT BUTTON EXAMPLE:

```
import java.awt.*;

public class Button1 extends Frame{
    public static void main(String args[]){
        Frame f=new Frame(); //instance of frame
        {
            Button b=new Button("this is button"); //creating instance of button

            b.setBounds(30,100,80,30); //x,y coordinate ,width and height
            f.add(b); //adding button reference to frame
            f.setSize(300,300); //size of frame
            f.setLayout(null); //specifying no layout
            f.setVisible(true); // to see the frame, if it become false nothing will be shown
        }
    }
}
```

