**Text Fields and Text Areas**

***Text Fields***

A ***text field*** is an input/output region on the screen that holds one line of string data. A text field is useful for entering or displaying such things as a person’s name. Text fields are declared in much the same manner as other window controls:

TextField <name of field> =   
 addTextField ("<initial string>",

<row>, <col>,   
 <width>, <height>);

The next table shows three commonly used text field methods:

| **Name of Method** | **What the Method Does** |
| --- | --- |
| SetText (aString)  returns void | Display aString on the screen. Nothing is returned. |
| getText()  returns String | Return the string entered on the screen. |
| setEditable (true/false)  returns void | Enables or disables editing of the field. |

Text fields usually open with no initial display of data. For example, the following code displays a label and an empty text field for entering a person's name:

Label nameLabel = addLabel ("Name",1,1,1,1);

TextField nameField = addTextField ("",1,2,1,1);

The method setEditable can also be used with IntegerField and DoubleField. This method is useful for making a field read only. For example,

nameField.setEditable (false); // Read-only field

***Text Areas***

A ***text area*** is similar to a text field, except that it can handle several lines of text at a time. A text area can be used for entering or displaying an address, table, schedule, or any multiline descriptive information. Text areas are declared as follows:

TextArea <name of field> =   
 addTextArea ("<initial string>",

<row>, <col>, <width>, <height>);

Whereas a text field typically has a width and height of one, a text area is usually several columns wide and high. Here are some methods that manipulate text areas:

| **Name of Method** | **What the Method Does** |
| --- | --- |
| setText (aString)  returns void | Display aString on the screen. Nothing is returned. |
| append (aString)  returns void | Append aString to the text already displayed on the screen. |
| getText()  returns aString | Return the string entered on the screen. |

The following code would create a text area that allows the display of 5 rows of text:

TextArea output = addTextArea ("", 1, 1, 2, 5);

Text areas have scroll bars, similar to those used with text editors, to allow the user to view hidden parts of the output data.