| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/FocusAdapter.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/java/awt/event/ContainerListener.html)   [**NEXT CLASS**](http://docs.google.com/java/awt/event/FocusEvent.html) | [**FRAMES**](http://docs.google.com/index.html?java/awt/event/FocusAdapter.html)    [**NO FRAMES**](http://docs.google.com/FocusAdapter.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

## **java.awt.event**

Class FocusAdapter

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **java.awt.event.FocusAdapter**

**All Implemented Interfaces:** [FocusListener](http://docs.google.com/java/awt/event/FocusListener.html), [EventListener](http://docs.google.com/java/util/EventListener.html) **Direct Known Subclasses:** [BasicSplitPaneUI.FocusHandler](http://docs.google.com/javax/swing/plaf/basic/BasicSplitPaneUI.FocusHandler.html), [BasicTabbedPaneUI.FocusHandler](http://docs.google.com/javax/swing/plaf/basic/BasicTabbedPaneUI.FocusHandler.html)

public abstract class **FocusAdapter**extends [Object](http://docs.google.com/java/lang/Object.html)implements [FocusListener](http://docs.google.com/java/awt/event/FocusListener.html)

An abstract adapter class for receiving keyboard focus events. The methods in this class are empty. This class exists as convenience for creating listener objects.

Extend this class to create a FocusEvent listener and override the methods for the events of interest. (If you implement the FocusListener interface, you have to define all of the methods in it. This abstract class defines null methods for them all, so you can only have to define methods for events you care about.)

Create a listener object using the extended class and then register it with a component using the component's addFocusListener method. When the component gains or loses the keyboard focus, the relevant method in the listener object is invoked, and the FocusEvent is passed to it.

**Since:** 1.1 **See Also:**[FocusEvent](http://docs.google.com/java/awt/event/FocusEvent.html), [FocusListener](http://docs.google.com/java/awt/event/FocusListener.html), [Tutorial: Writing a Focus Listener](http://java.sun.com/docs/books/tutorial/post1.0/ui/focuslistener.html)

| **Constructor Summary** | |
| --- | --- |
| [**FocusAdapter**](http://docs.google.com/java/awt/event/FocusAdapter.html#FocusAdapter())() |

| **Method Summary** | |
| --- | --- |
| void | [**focusGained**](http://docs.google.com/java/awt/event/FocusAdapter.html#focusGained(java.awt.event.FocusEvent))([FocusEvent](http://docs.google.com/java/awt/event/FocusEvent.html) e)            Invoked when a component gains the keyboard focus. |
| void | [**focusLost**](http://docs.google.com/java/awt/event/FocusAdapter.html#focusLost(java.awt.event.FocusEvent))([FocusEvent](http://docs.google.com/java/awt/event/FocusEvent.html) e)            Invoked when a component loses the keyboard focus. |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Constructor Detail** |
| --- |

### FocusAdapter

public **FocusAdapter**()

| **Method Detail** |
| --- |

### focusGained

public void **focusGained**([FocusEvent](http://docs.google.com/java/awt/event/FocusEvent.html) e)

Invoked when a component gains the keyboard focus.

**Specified by:**[focusGained](http://docs.google.com/java/awt/event/FocusListener.html#focusGained(java.awt.event.FocusEvent)) in interface [FocusListener](http://docs.google.com/java/awt/event/FocusListener.html)

### focusLost

public void **focusLost**([FocusEvent](http://docs.google.com/java/awt/event/FocusEvent.html) e)

Invoked when a component loses the keyboard focus.

**Specified by:**[focusLost](http://docs.google.com/java/awt/event/FocusListener.html#focusLost(java.awt.event.FocusEvent)) in interface [FocusListener](http://docs.google.com/java/awt/event/FocusListener.html)

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/FocusAdapter.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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