| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/AccessibleRole.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/javax/accessibility/AccessibleResourceBundle.html)   [**NEXT CLASS**](http://docs.google.com/javax/accessibility/AccessibleSelection.html) | [**FRAMES**](http://docs.google.com/index.html?javax/accessibility/AccessibleRole.html)    [**NO FRAMES**](http://docs.google.com/AccessibleRole.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | [FIELD](#3znysh7) | [CONSTR](#tyjcwt) | [METHOD](#1t3h5sf) | DETAIL: [FIELD](#2s8eyo1) | [CONSTR](#xvir7l) | METHOD |

## **javax.accessibility**

Class AccessibleRole

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 [javax.accessibility.AccessibleBundle](http://docs.google.com/javax/accessibility/AccessibleBundle.html)  
 **javax.accessibility.AccessibleRole**

public class **AccessibleRole**extends [AccessibleBundle](http://docs.google.com/javax/accessibility/AccessibleBundle.html)

Class AccessibleRole determines the role of a component. The role of a component describes its generic function. (E.G., "push button," "table," or "list.")

The toDisplayString method allows you to obtain the localized string for a locale independent key from a predefined ResourceBundle for the keys defined in this class.

The constants in this class present a strongly typed enumeration of common object roles. A public constructor for this class has been purposely omitted and applications should use one of the constants from this class. If the constants in this class are not sufficient to describe the role of an object, a subclass should be generated from this class and it should provide constants in a similar manner.

| **Field Summary** | |
| --- | --- |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**ALERT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#ALERT)            Object is used to alert the user about something. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**AWT\_COMPONENT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#AWT_COMPONENT)            An AWT component, but nothing else is known about it. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**CANVAS**](http://docs.google.com/javax/accessibility/AccessibleRole.html#CANVAS)            Object that can be drawn into and is used to trap events. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**CHECK\_BOX**](http://docs.google.com/javax/accessibility/AccessibleRole.html#CHECK_BOX)            A choice that can be checked or unchecked and provides a separate indicator for the current state. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**COLOR\_CHOOSER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#COLOR_CHOOSER)            A specialized pane that lets the user choose a color. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**COLUMN\_HEADER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#COLUMN_HEADER)            The header for a column of data. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**COMBO\_BOX**](http://docs.google.com/javax/accessibility/AccessibleRole.html#COMBO_BOX)            A list of choices the user can select from. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**DATE\_EDITOR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#DATE_EDITOR)            A DATE\_EDITOR is a component that allows users to edit java.util.Date and java.util.Time objects |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**DESKTOP\_ICON**](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_ICON)            An iconified internal frame in a DESKTOP\_PANE. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**DESKTOP\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_PANE)            A pane that supports internal frames and iconified versions of those internal frames. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**DIALOG**](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIALOG)            A top level window with title bar and a border. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**DIRECTORY\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIRECTORY_PANE)            A pane that allows the user to navigate through and select the contents of a directory. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**EDITBAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#EDITBAR)            A role indicating the object acts as a formula for calculating a value. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**FILE\_CHOOSER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#FILE_CHOOSER)            A specialized dialog that displays the files in the directory and lets the user select a file, browse a different directory, or specify a filename. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**FILLER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#FILLER)            An object that fills up space in a user interface. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**FONT\_CHOOSER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#FONT_CHOOSER)            A FONT\_CHOOSER is a component that lets the user pick various attributes for fonts. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**FOOTER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#FOOTER)            A text footer |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**FRAME**](http://docs.google.com/javax/accessibility/AccessibleRole.html#FRAME)            A top level window with a title bar, border, menu bar, etc. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**GLASS\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#GLASS_PANE)            A pane that is guaranteed to be painted on top of all panes beneath it. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**GROUP\_BOX**](http://docs.google.com/javax/accessibility/AccessibleRole.html#GROUP_BOX)            A GROUP\_BOX is a simple container that contains a border around it and contains components inside it. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**HEADER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#HEADER)            A text header |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**HTML\_CONTAINER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#HTML_CONTAINER)            An object containing a collection of Accessibles that together represents HTML content. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**HYPERLINK**](http://docs.google.com/javax/accessibility/AccessibleRole.html#HYPERLINK)            A hypertext anchor |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**ICON**](http://docs.google.com/javax/accessibility/AccessibleRole.html#ICON)            A small fixed size picture, typically used to decorate components. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**INTERNAL\_FRAME**](http://docs.google.com/javax/accessibility/AccessibleRole.html#INTERNAL_FRAME)            A frame-like object that is clipped by a desktop pane. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**LABEL**](http://docs.google.com/javax/accessibility/AccessibleRole.html#LABEL)            An object used to present an icon or short string in an interface. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**LAYERED\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#LAYERED_PANE)            A specialized pane that allows its children to be drawn in layers, providing a form of stacking order. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**LIST**](http://docs.google.com/javax/accessibility/AccessibleRole.html#LIST)            An object that presents a list of objects to the user and allows the user to select one or more of them. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**LIST\_ITEM**](http://docs.google.com/javax/accessibility/AccessibleRole.html#LIST_ITEM)            An object that presents an element in a list. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**MENU**](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU)            An object usually found inside a menu bar that contains a list of actions the user can choose from. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**MENU\_BAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_BAR)            An object usually drawn at the top of the primary dialog box of an application that contains a list of menus the user can choose from. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**MENU\_ITEM**](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_ITEM)            An object usually contained in a menu that presents an action the user can choose. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**OPTION\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#OPTION_PANE)            A specialized pane whose primary use is inside a DIALOG |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PAGE\_TAB**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PAGE_TAB)            An object that is a child of a page tab list. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PAGE\_TAB\_LIST**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PAGE_TAB_LIST)            An object that presents a series of panels (or page tabs), one at a time, through some mechanism provided by the object. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PANEL**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PANEL)            A generic container that is often used to group objects. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PARAGRAPH**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PARAGRAPH)            A text paragraph |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PASSWORD\_TEXT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PASSWORD_TEXT)            A text object used for passwords, or other places where the text contents is not shown visibly to the user |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**POPUP\_MENU**](http://docs.google.com/javax/accessibility/AccessibleRole.html#POPUP_MENU)            A temporary window that is usually used to offer the user a list of choices, and then hides when the user selects one of those choices. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PROGRESS\_BAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PROGRESS_BAR)            An object used to indicate how much of a task has been completed. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PROGRESS\_MONITOR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PROGRESS_MONITOR)            A role indicating the object monitors the progress of some operation. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**PUSH\_BUTTON**](http://docs.google.com/javax/accessibility/AccessibleRole.html#PUSH_BUTTON)            An object the user can manipulate to tell the application to do something. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**RADIO\_BUTTON**](http://docs.google.com/javax/accessibility/AccessibleRole.html#RADIO_BUTTON)            A specialized check box that will cause other radio buttons in the same group to become unchecked when this one is checked. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**ROOT\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#ROOT_PANE)            A specialized pane that has a glass pane and a layered pane as its children. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**ROW\_HEADER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#ROW_HEADER)            The header for a row of data. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**RULER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#RULER)            A ruler is an object used to measure distance |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SCROLL\_BAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_BAR)            An object usually used to allow a user to incrementally view a large amount of data. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SCROLL\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_PANE)            An object that allows a user to incrementally view a large amount of information. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SEPARATOR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SEPARATOR)            An object usually contained in a menu to provide a visual and logical separation of the contents in a menu. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SLIDER**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SLIDER)            An object that allows the user to select from a bounded range. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SPIN\_BOX**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SPIN_BOX)            A SPIN\_BOX is a simple spinner component and its main use is for simple numbers. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SPLIT\_PANE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SPLIT_PANE)            A specialized panel that presents two other panels at the same time. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**STATUS\_BAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#STATUS_BAR)            A STATUS\_BAR is an simple component that can contain multiple labels of status information to the user. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**SWING\_COMPONENT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#SWING_COMPONENT)            A Swing component, but nothing else is known about it. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TABLE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TABLE)            An object used to present information in terms of rows and columns. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TEXT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TEXT)            An object that presents text to the user. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TOGGLE\_BUTTON**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOGGLE_BUTTON)            A specialized push button that can be checked or unchecked, but does not provide a separate indicator for the current state. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TOOL\_BAR**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOOL_BAR)            A bar or palette usually composed of push buttons or toggle buttons. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TOOL\_TIP**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOOL_TIP)            An object that provides information about another object. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**TREE**](http://docs.google.com/javax/accessibility/AccessibleRole.html#TREE)            An object used to present hierarchical information to the user. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**UNKNOWN**](http://docs.google.com/javax/accessibility/AccessibleRole.html#UNKNOWN)            The object contains some Accessible information, but its role is not known. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**VIEWPORT**](http://docs.google.com/javax/accessibility/AccessibleRole.html#VIEWPORT)            An object usually used in a scroll pane. |
| static [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) | [**WINDOW**](http://docs.google.com/javax/accessibility/AccessibleRole.html#WINDOW)            A top level window with no title or border. |

| **Fields inherited from class javax.accessibility.**[**AccessibleBundle**](http://docs.google.com/javax/accessibility/AccessibleBundle.html) |
| --- |
| [key](http://docs.google.com/javax/accessibility/AccessibleBundle.html#key) |

| **Constructor Summary** | |
| --- | --- |
| protected | [**AccessibleRole**](http://docs.google.com/javax/accessibility/AccessibleRole.html#AccessibleRole(java.lang.String))([String](http://docs.google.com/java/lang/String.html) key)            Creates a new AccessibleRole using the given locale independent key. |

| **Method Summary** | |
| --- | --- |

| **Methods inherited from class javax.accessibility.**[**AccessibleBundle**](http://docs.google.com/javax/accessibility/AccessibleBundle.html) |
| --- |
| [toDisplayString](http://docs.google.com/javax/accessibility/AccessibleBundle.html#toDisplayString()), [toDisplayString](http://docs.google.com/javax/accessibility/AccessibleBundle.html#toDisplayString(java.util.Locale)), [toDisplayString](http://docs.google.com/javax/accessibility/AccessibleBundle.html#toDisplayString(java.lang.String,%20java.util.Locale)), [toString](http://docs.google.com/javax/accessibility/AccessibleBundle.html#toString()) |

| **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()), [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)) |

| **Field Detail** |
| --- |

### ALERT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **ALERT**

Object is used to alert the user about something.

### COLUMN\_HEADER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **COLUMN\_HEADER**

The header for a column of data.

### CANVAS

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **CANVAS**

Object that can be drawn into and is used to trap events.

**See Also:**[FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#FRAME), [GLASS\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#GLASS_PANE), [LAYERED\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#LAYERED_PANE)

### COMBO\_BOX

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **COMBO\_BOX**

A list of choices the user can select from. Also optionally allows the user to enter a choice of their own.

### DESKTOP\_ICON

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **DESKTOP\_ICON**

An iconified internal frame in a DESKTOP\_PANE.

**See Also:**[DESKTOP\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_PANE), [INTERNAL\_FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#INTERNAL_FRAME)

### HTML\_CONTAINER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **HTML\_CONTAINER**

An object containing a collection of Accessibles that together represents HTML content. The child Accessibles would include objects implementing AccessibleText, AccessibleHypertext, AccessibleIcon, and other interfaces.

**Since:** 1.6 **See Also:**[HYPERLINK](http://docs.google.com/javax/accessibility/AccessibleRole.html#HYPERLINK), [AccessibleText](http://docs.google.com/javax/accessibility/AccessibleText.html), [AccessibleHypertext](http://docs.google.com/javax/accessibility/AccessibleHypertext.html), [AccessibleHyperlink](http://docs.google.com/javax/accessibility/AccessibleHyperlink.html), [AccessibleIcon](http://docs.google.com/javax/accessibility/AccessibleIcon.html)

### INTERNAL\_FRAME

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **INTERNAL\_FRAME**

A frame-like object that is clipped by a desktop pane. The desktop pane, internal frame, and desktop icon objects are often used to create multiple document interfaces within an application.

**See Also:**[DESKTOP\_ICON](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_ICON), [DESKTOP\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_PANE), [FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#FRAME)

### DESKTOP\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **DESKTOP\_PANE**

A pane that supports internal frames and iconified versions of those internal frames.

**See Also:**[DESKTOP\_ICON](http://docs.google.com/javax/accessibility/AccessibleRole.html#DESKTOP_ICON), [INTERNAL\_FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#INTERNAL_FRAME)

### OPTION\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **OPTION\_PANE**

A specialized pane whose primary use is inside a DIALOG

**See Also:**[DIALOG](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIALOG)

### WINDOW

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **WINDOW**

A top level window with no title or border.

**See Also:**[FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#FRAME), [DIALOG](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIALOG)

### FRAME

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **FRAME**

A top level window with a title bar, border, menu bar, etc. It is often used as the primary window for an application.

**See Also:**[DIALOG](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIALOG), [CANVAS](http://docs.google.com/javax/accessibility/AccessibleRole.html#CANVAS), [WINDOW](http://docs.google.com/javax/accessibility/AccessibleRole.html#WINDOW)

### DIALOG

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **DIALOG**

A top level window with title bar and a border. A dialog is similar to a frame, but it has fewer properties and is often used as a secondary window for an application.

**See Also:**[FRAME](http://docs.google.com/javax/accessibility/AccessibleRole.html#FRAME), [WINDOW](http://docs.google.com/javax/accessibility/AccessibleRole.html#WINDOW)

### COLOR\_CHOOSER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **COLOR\_CHOOSER**

A specialized pane that lets the user choose a color.

### DIRECTORY\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **DIRECTORY\_PANE**

A pane that allows the user to navigate through and select the contents of a directory. May be used by a file chooser.

**See Also:**[FILE\_CHOOSER](http://docs.google.com/javax/accessibility/AccessibleRole.html#FILE_CHOOSER)

### FILE\_CHOOSER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **FILE\_CHOOSER**

A specialized dialog that displays the files in the directory and lets the user select a file, browse a different directory, or specify a filename. May use the directory pane to show the contents of a directory.

**See Also:**[DIRECTORY\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#DIRECTORY_PANE)

### FILLER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **FILLER**

An object that fills up space in a user interface. It is often used in interfaces to tweak the spacing between components, but serves no other purpose.

### HYPERLINK

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **HYPERLINK**

A hypertext anchor

### ICON

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **ICON**

A small fixed size picture, typically used to decorate components.

### LABEL

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **LABEL**

An object used to present an icon or short string in an interface.

### ROOT\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **ROOT\_PANE**

A specialized pane that has a glass pane and a layered pane as its children.

**See Also:**[GLASS\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#GLASS_PANE), [LAYERED\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#LAYERED_PANE)

### GLASS\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **GLASS\_PANE**

A pane that is guaranteed to be painted on top of all panes beneath it.

**See Also:**[ROOT\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#ROOT_PANE), [CANVAS](http://docs.google.com/javax/accessibility/AccessibleRole.html#CANVAS)

### LAYERED\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **LAYERED\_PANE**

A specialized pane that allows its children to be drawn in layers, providing a form of stacking order. This is usually the pane that holds the menu bar as well as the pane that contains most of the visual components in a window.

**See Also:**[GLASS\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#GLASS_PANE), [ROOT\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#ROOT_PANE)

### LIST

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **LIST**

An object that presents a list of objects to the user and allows the user to select one or more of them. A list is usually contained within a scroll pane.

**See Also:**[SCROLL\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_PANE), [LIST\_ITEM](http://docs.google.com/javax/accessibility/AccessibleRole.html#LIST_ITEM)

### LIST\_ITEM

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **LIST\_ITEM**

An object that presents an element in a list. A list is usually contained within a scroll pane.

**See Also:**[SCROLL\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_PANE), [LIST](http://docs.google.com/javax/accessibility/AccessibleRole.html#LIST)

### MENU\_BAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **MENU\_BAR**

An object usually drawn at the top of the primary dialog box of an application that contains a list of menus the user can choose from. For example, a menu bar might contain menus for "File," "Edit," and "Help."

**See Also:**[MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU), [POPUP\_MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#POPUP_MENU), [LAYERED\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#LAYERED_PANE)

### POPUP\_MENU

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **POPUP\_MENU**

A temporary window that is usually used to offer the user a list of choices, and then hides when the user selects one of those choices.

**See Also:**[MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU), [MENU\_ITEM](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_ITEM)

### MENU

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **MENU**

An object usually found inside a menu bar that contains a list of actions the user can choose from. A menu can have any object as its children, but most often they are menu items, other menus, or rudimentary objects such as radio buttons, check boxes, or separators. For example, an application may have an "Edit" menu that contains menu items for "Cut" and "Paste."

**See Also:**[MENU\_BAR](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_BAR), [MENU\_ITEM](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_ITEM), [SEPARATOR](http://docs.google.com/javax/accessibility/AccessibleRole.html#SEPARATOR), [RADIO\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#RADIO_BUTTON), [CHECK\_BOX](http://docs.google.com/javax/accessibility/AccessibleRole.html#CHECK_BOX), [POPUP\_MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#POPUP_MENU)

### MENU\_ITEM

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **MENU\_ITEM**

An object usually contained in a menu that presents an action the user can choose. For example, the "Cut" menu item in an "Edit" menu would be an action the user can select to cut the selected area of text in a document.

**See Also:**[MENU\_BAR](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_BAR), [SEPARATOR](http://docs.google.com/javax/accessibility/AccessibleRole.html#SEPARATOR), [POPUP\_MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#POPUP_MENU)

### SEPARATOR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SEPARATOR**

An object usually contained in a menu to provide a visual and logical separation of the contents in a menu. For example, the "File" menu of an application might contain menu items for "Open," "Close," and "Exit," and will place a separator between "Close" and "Exit" menu items.

**See Also:**[MENU](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU), [MENU\_ITEM](http://docs.google.com/javax/accessibility/AccessibleRole.html#MENU_ITEM)

### PAGE\_TAB\_LIST

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PAGE\_TAB\_LIST**

An object that presents a series of panels (or page tabs), one at a time, through some mechanism provided by the object. The most common mechanism is a list of tabs at the top of the panel. The children of a page tab list are all page tabs.

**See Also:**[PAGE\_TAB](http://docs.google.com/javax/accessibility/AccessibleRole.html#PAGE_TAB)

### PAGE\_TAB

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PAGE\_TAB**

An object that is a child of a page tab list. Its sole child is the panel that is to be presented to the user when the user selects the page tab from the list of tabs in the page tab list.

**See Also:**[PAGE\_TAB\_LIST](http://docs.google.com/javax/accessibility/AccessibleRole.html#PAGE_TAB_LIST)

### PANEL

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PANEL**

A generic container that is often used to group objects.

### PROGRESS\_BAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PROGRESS\_BAR**

An object used to indicate how much of a task has been completed.

### PASSWORD\_TEXT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PASSWORD\_TEXT**

A text object used for passwords, or other places where the text contents is not shown visibly to the user

### PUSH\_BUTTON

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PUSH\_BUTTON**

An object the user can manipulate to tell the application to do something.

**See Also:**[CHECK\_BOX](http://docs.google.com/javax/accessibility/AccessibleRole.html#CHECK_BOX), [TOGGLE\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOGGLE_BUTTON), [RADIO\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#RADIO_BUTTON)

### TOGGLE\_BUTTON

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TOGGLE\_BUTTON**

A specialized push button that can be checked or unchecked, but does not provide a separate indicator for the current state.

**See Also:**[PUSH\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#PUSH_BUTTON), [CHECK\_BOX](http://docs.google.com/javax/accessibility/AccessibleRole.html#CHECK_BOX), [RADIO\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#RADIO_BUTTON)

### CHECK\_BOX

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **CHECK\_BOX**

A choice that can be checked or unchecked and provides a separate indicator for the current state.

**See Also:**[PUSH\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#PUSH_BUTTON), [TOGGLE\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOGGLE_BUTTON), [RADIO\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#RADIO_BUTTON)

### RADIO\_BUTTON

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **RADIO\_BUTTON**

A specialized check box that will cause other radio buttons in the same group to become unchecked when this one is checked.

**See Also:**[PUSH\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#PUSH_BUTTON), [TOGGLE\_BUTTON](http://docs.google.com/javax/accessibility/AccessibleRole.html#TOGGLE_BUTTON), [CHECK\_BOX](http://docs.google.com/javax/accessibility/AccessibleRole.html#CHECK_BOX)

### ROW\_HEADER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **ROW\_HEADER**

The header for a row of data.

### SCROLL\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SCROLL\_PANE**

An object that allows a user to incrementally view a large amount of information. Its children can include scroll bars and a viewport.

**See Also:**[SCROLL\_BAR](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_BAR), [VIEWPORT](http://docs.google.com/javax/accessibility/AccessibleRole.html#VIEWPORT)

### SCROLL\_BAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SCROLL\_BAR**

An object usually used to allow a user to incrementally view a large amount of data. Usually used only by a scroll pane.

**See Also:**[SCROLL\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_PANE)

### VIEWPORT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **VIEWPORT**

An object usually used in a scroll pane. It represents the portion of the entire data that the user can see. As the user manipulates the scroll bars, the contents of the viewport can change.

**See Also:**[SCROLL\_PANE](http://docs.google.com/javax/accessibility/AccessibleRole.html#SCROLL_PANE)

### SLIDER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SLIDER**

An object that allows the user to select from a bounded range. For example, a slider might be used to select a number between 0 and 100.

### SPLIT\_PANE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SPLIT\_PANE**

A specialized panel that presents two other panels at the same time. Between the two panels is a divider the user can manipulate to make one panel larger and the other panel smaller.

### TABLE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TABLE**

An object used to present information in terms of rows and columns. An example might include a spreadsheet application.

### TEXT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TEXT**

An object that presents text to the user. The text is usually editable by the user as opposed to a label.

**See Also:**[LABEL](http://docs.google.com/javax/accessibility/AccessibleRole.html#LABEL)

### TREE

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TREE**

An object used to present hierarchical information to the user. The individual nodes in the tree can be collapsed and expanded to provide selective disclosure of the tree's contents.

### TOOL\_BAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TOOL\_BAR**

A bar or palette usually composed of push buttons or toggle buttons. It is often used to provide the most frequently used functions for an application.

### TOOL\_TIP

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **TOOL\_TIP**

An object that provides information about another object. The accessibleDescription property of the tool tip is often displayed to the user in a small "help bubble" when the user causes the mouse to hover over the object associated with the tool tip.

### AWT\_COMPONENT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **AWT\_COMPONENT**

An AWT component, but nothing else is known about it.

**See Also:**[SWING\_COMPONENT](http://docs.google.com/javax/accessibility/AccessibleRole.html#SWING_COMPONENT), [UNKNOWN](http://docs.google.com/javax/accessibility/AccessibleRole.html#UNKNOWN)

### SWING\_COMPONENT

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SWING\_COMPONENT**

A Swing component, but nothing else is known about it.

**See Also:**[AWT\_COMPONENT](http://docs.google.com/javax/accessibility/AccessibleRole.html#AWT_COMPONENT), [UNKNOWN](http://docs.google.com/javax/accessibility/AccessibleRole.html#UNKNOWN)

### UNKNOWN

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **UNKNOWN**

The object contains some Accessible information, but its role is not known.

**See Also:**[AWT\_COMPONENT](http://docs.google.com/javax/accessibility/AccessibleRole.html#AWT_COMPONENT), [SWING\_COMPONENT](http://docs.google.com/javax/accessibility/AccessibleRole.html#SWING_COMPONENT)

### STATUS\_BAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **STATUS\_BAR**

A STATUS\_BAR is an simple component that can contain multiple labels of status information to the user.

### DATE\_EDITOR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **DATE\_EDITOR**

A DATE\_EDITOR is a component that allows users to edit java.util.Date and java.util.Time objects

### SPIN\_BOX

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **SPIN\_BOX**

A SPIN\_BOX is a simple spinner component and its main use is for simple numbers.

### FONT\_CHOOSER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **FONT\_CHOOSER**

A FONT\_CHOOSER is a component that lets the user pick various attributes for fonts.

### GROUP\_BOX

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **GROUP\_BOX**

A GROUP\_BOX is a simple container that contains a border around it and contains components inside it.

### HEADER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **HEADER**

A text header

**Since:** 1.5

### FOOTER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **FOOTER**

A text footer

**Since:** 1.5

### PARAGRAPH

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PARAGRAPH**

A text paragraph

**Since:** 1.5

### RULER

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **RULER**

A ruler is an object used to measure distance

**Since:** 1.5

### EDITBAR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **EDITBAR**

A role indicating the object acts as a formula for calculating a value. An example is a formula in a spreadsheet cell.

**Since:** 1.5

### PROGRESS\_MONITOR

public static final [AccessibleRole](http://docs.google.com/javax/accessibility/AccessibleRole.html) **PROGRESS\_MONITOR**

A role indicating the object monitors the progress of some operation.

**Since:** 1.5

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

### AccessibleRole

protected **AccessibleRole**([String](http://docs.google.com/java/lang/String.html) key)

Creates a new AccessibleRole using the given locale independent key. This should not be a public method. Instead, it is used to create the constants in this file to make it a strongly typed enumeration. Subclasses of this class should enforce similar policy.

The key String should be a locale independent key for the role. It is not intended to be used as the actual String to display to the user. To get the localized string, use toDisplayString.

**Parameters:**key - the locale independent name of the role.**See Also:**[AccessibleBundle.toDisplayString(java.lang.String, java.util.Locale)](http://docs.google.com/javax/accessibility/AccessibleBundle.html#toDisplayString(java.lang.String,%20java.util.Locale))

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/AccessibleRole.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/javax/accessibility/AccessibleResourceBundle.html)   [**NEXT CLASS**](http://docs.google.com/javax/accessibility/AccessibleSelection.html) | [**FRAMES**](http://docs.google.com/index.html?javax/accessibility/AccessibleRole.html)    [**NO FRAMES**](http://docs.google.com/AccessibleRole.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | [FIELD](#3znysh7) | [CONSTR](#tyjcwt) | [METHOD](#1t3h5sf) | DETAIL: [FIELD](#2s8eyo1) | [CONSTR](#xvir7l) | METHOD |

[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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