**AWT CONTROLS**

1. **Java AWT Button**

The button class is used to create a labeled button that has platform independent implementation. The application result in some action when the button is pushed.

AWT Button Class declaration

**public** **class** Button **extends** Component **implements** Accessible

Java AWT Button Example

**import** java.awt.\*;

**public** **class** ButtonExample {

**public** **static** **void** main(String[] args) {

    Frame f=**new** Frame("Button Example");

    Button b=**new** Button("Click Here");

    b.setBounds(50,100,80,30);

    f.add(b);

    f.setSize(400,400);

    f.setLayout(**null**);

    f.setVisible(**true**);

}

}

1. **Java AWT Label**

The [object](https://www.javatpoint.com/object-and-class-in-java) of Label class is a component for placing text in a container. It is used to display a single line of read only text. The text can be changed by an application but a user cannot edit it directly.

AWT Label Class Declaration

**public** **class** Label **extends** Component **implements** Accessible

Java Label Example

**import** java.awt.\*;

**class** LabelExample{

**public** **static** **void** main(String args[]){

    Frame f= **new** Frame("Label Example");

    Label l1,l2;

    l1=**new** Label("First Label.");

    l1.setBounds(50,100, 100,30);

    l2=**new** Label("Second Label.");

    l2.setBounds(50,150, 100,30);

    f.add(l1); f.add(l2);

    f.setSize(400,400);

    f.setLayout(**null**);

    f.setVisible(**true**);

}

}

1. **Java AWT TextField**

The [object](https://www.javatpoint.com/object-and-class-in-java) of a TextField class is a text component that allows the editing of a single line text. It inherits TextComponent class.

AWT TextField Class Declaration

**public** **class** TextField **extends** TextComponent

Java AWT TextField Example

**import** java.awt.\*;

**class** TextFieldExample{

**public** **static** **void** main(String args[]){

    Frame f= **new** Frame("TextField Example");

    TextField t1,t2;

    t1=**new** TextField("Welcome to Javatpoint.");

    t1.setBounds(50,100, 200,30);

    t2=**new** TextField("AWT Tutorial");

    t2.setBounds(50,150, 200,30);

    f.add(t1); f.add(t2);

    f.setSize(400,400);

    f.setLayout(**null**);

    f.setVisible(**true**);

}

}

1. **Java AWT TextArea**

The [object](https://www.javatpoint.com/object-and-class-in-java) of a TextArea class is a multi line region that displays text. It allows the editing of multiple line text. It inherits TextComponent class.

AWT TextArea Class Declaration

**public** **class** TextArea **extends** TextComponent

Java AWT TextArea Example

**import** java.awt.\*;

**public** **class** TextAreaExample

{

     TextAreaExample(){

        Frame f= **new** Frame();

            TextArea area=**new** TextArea("Welcome to javatpoint");

        area.setBounds(10,30, 300,300);

        f.add(area);

        f.setSize(400,400);

        f.setLayout(**null**);

        f.setVisible(**true**);

     }

**public** **static** **void** main(String args[])

{

**new** TextAreaExample();

}

}

1. **Java AWT Checkbox**

The Checkbox class is used to create a checkbox. It is used to turn an option on (true) or off (false). Clicking on a Checkbox changes its state from "on" to "off" or from "off" to "on".

AWT Checkbox Class Declaration

**public** **class** Checkbox **extends** Component **implements** ItemSelectable, Accessible

Java AWT Checkbox Example

**import** java.awt.\*;

**public** **class** CheckboxExample

{

     CheckboxExample(){

       Frame f= **new** Frame("Checkbox Example");

        Checkbox checkbox1 = **new** Checkbox("C++");

        checkbox1.setBounds(100,100, 50,50);

        Checkbox checkbox2 = **new** Checkbox("Java", **true**);

        checkbox2.setBounds(100,150, 50,50);

        f.add(checkbox1);

        f.add(checkbox2);

        f.setSize(400,400);

        f.setLayout(**null**);

        f.setVisible(**true**);

     }

**public** **static** **void** main(String args[])

{

**new** CheckboxExample();

}

}

1. **Java AWT Choice**

The object of Choice class is used to show [popup menu](https://www.javatpoint.com/java-awt-popupmenu) of choices. Choice selected by user is shown on the top of a menu. It inherits Component class.

AWT Choice Class Declaration

**public** **class** Choice **extends** Component **implements** ItemSelectable, Accessible

Java AWT Choice Example

**import** java.awt.\*;

**public** **class** ChoiceExample

{

        ChoiceExample(){

        Frame f= **new** Frame();

        Choice c=**new** Choice();

        c.setBounds(100,100, 75,75);

        c.add("Item 1");

        c.add("Item 2");

        c.add("Item 3");

        c.add("Item 4");

        c.add("Item 5");

        f.add(c);

        f.setSize(400,400);

        f.setLayout(**null**);

        f.setVisible(**true**);

     }

**public** **static** **void** main(String args[])

{

**new** ChoiceExample();

}

}

1. **Java AWT List**

The object of List class represents a list of text items. By the help of list, user can choose either one item or multiple items. It inherits Component class.

AWT List class Declaration

**public** **class** List **extends** Component **implements** ItemSelectable, Accessible

Java AWT List Example

**import** java.awt.\*;

**public** **class** ListExample

{

     ListExample(){

        Frame f= **new** Frame();

        List l1=**new** List(5);

        l1.setBounds(100,100, 75,75);

        l1.add("Item 1");

        l1.add("Item 2");

        l1.add("Item 3");

        l1.add("Item 4");

        l1.add("Item 5");

        f.add(l1);

        f.setSize(400,400);

        f.setLayout(**null**);

        f.setVisible(**true**);

     }

**public** **static** **void** main(String args[])

{

**new** ListExample();

}

}

1. **Java AWT Scrollbar**

The [object](https://www.javatpoint.com/object-and-class-in-java) of Scrollbar class is used to add horizontal and vertical scrollbar. Scrollbar is a [GUI](https://www.javatpoint.com/gui-full-form) component allows us to see invisible number of rows and columns.

AWT Scrollbar class declaration

**public** **class** Scrollbar **extends** Component **implements** Adjustable, Accessible

Java AWT Scrollbar Example

**import** java.awt.\*;

**class** ScrollbarExample{

ScrollbarExample(){

            Frame f= **new** Frame("Scrollbar Example");

            Scrollbar s=**new** Scrollbar();

            s.setBounds(100,100, 50,100);

            f.add(s);

            f.setSize(400,400);

            f.setLayout(**null**);

            f.setVisible(**true**);

}

**public** **static** **void** main(String args[]){

**new** ScrollbarExample();

}

}

1. **Java AWT MenuItem and Menu**

The object of MenuItem class adds a simple labeled menu item on menu. The items used in a menu must belong to the MenuItem or any of its subclass.

The object of Menu class is a pull down menu component which is displayed on the menu bar. It inherits the MenuItem class.

AWT MenuItem class declaration

**public** **class** MenuItem **extends** MenuComponent **implements** Accessible

AWT Menu class declaration

**public** **class** Menu **extends** MenuItem **implements** MenuContainer, Accessible

Java AWT MenuItem and Menu Example

**import** java.awt.\*;

**class** MenuExample

{

     MenuExample(){

         Frame f= **new** Frame("Menu and MenuItem Example");

         MenuBar mb=**new** MenuBar();

         Menu menu=**new** Menu("Menu");

         Menu submenu=**new** Menu("Sub Menu");

         MenuItem i1=**new** MenuItem("Item 1");

         MenuItem i2=**new** MenuItem("Item 2");

         MenuItem i3=**new** MenuItem("Item 3");

         MenuItem i4=**new** MenuItem("Item 4");

         MenuItem i5=**new** MenuItem("Item 5");

         menu.add(i1);

         menu.add(i2);

         menu.add(i3);

         submenu.add(i4);

         submenu.add(i5);

         menu.add(submenu);

         mb.add(menu);

         f.setMenuBar(mb);

         f.setSize(400,400);

         f.setLayout(**null**);

         f.setVisible(**true**);

}

**public** **static** **void** main(String args[])

{

**new** MenuExample();

}

}