

# 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.

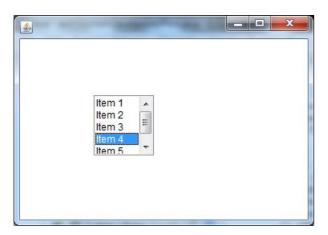
### **AWT List class Declaration**



Java AWT List Example

```
import java.awt.*;
public class ListExample
{
   ListExample(){
     Frame f= new Frame();
     List I1=new List(5);
     I1.setBounds(100,100, 75,7)
     l1.add("Item 1");
     l1.add("Item 2");
     l1.add("Item 3");
     l1.add("Item 4");
     I1.add("Item 5");
     f.add(l1);
     f.setSize(400,400);
     f.setLayout(null);
     f.setVisible(true);
public static void main(String arg
{
  new ListExample();
}
}
```

#### Output:



# Java AWT List Example with ActionListener

```
import java.awt.*;
import java.awt.event.*;
public class ListExample
{
```



```
ListExample(){
     Frame f= new Frame();
     final Label label = new Lak
     label.setAlignment(Label.C
     label.setSize(500,100);
     Button b=new Button("Sho
     b.setBounds(200,150,80,30
     final List |1=new List(4, fa
     11.setBounds(100,100, 70,7
     I1.add("C");
     I1.add("C++");
     l1.add("Java");
     I1.add("PHP");
     final List 12=new List(4, tr
     12.setBounds(100,200, 70,7
     12.add("Turbo C++");
     12.add("Spring");
     12.add("Hibernate");
     12.add("CodeIgniter");
     f.add(l1); f.add(l2); f.add(l
     f.setSize(450,450);
     f.setLayout(null);
     f.setVisible(true);
     b.addActionListener(new A
      public void actionPerforme
       String data = "Programmi
       data += ", Framework Sel
       for(String frame:12.getSel
             data += frame + "
       }
       label.setText(data);
       }
      });
public static void main(String arg
  new ListExample();
```

{

}

{

}



### Output:

