

Java AWT Toolkit

Toolkit class is the abstract superclass of every implementation in the Abstract Window Toolkit. Subclasses of Toolkit are used to bind various components. It inherits Object class.

AWT Toolkit class declaration



Java AWT Toolkit Example

```
import java.awt.*;
public class ToolkitExample {
  public static void main(String[])
    Toolkit t = Toolkit.getDefaul
    System.out.println("Screen re
    Dimension d = t.getScreenSi
    System.out.println("Screen w
    System.out.println("Screen h
  }
}
```

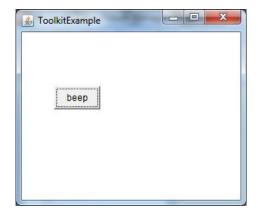
Output:

```
Screen resolution = 96
Screen width = 1366
Screen height = 768
```

Java AWT Toolkit Example: beep()

```
import java.awt.event.*;
public class ToolkitExample {
public static void main(String[] a
  Frame f=new Frame("ToolkitE
  Button b=new Button("beep")
  b.setBounds(50,100,60,30);
  f.add(b);
  f.setSize(300,300);
  f.setLayout(null);
  f.setVisible(true);
  b.addActionListener(new Action
{
     public void actionPerforme
{
        Toolkit.getDefaultToolkit
  });
}
```

Output:



Java AWT Toolkit Example: Change TitleBar Icon



```
import java.awt.*;
class ToolkitExample {
  ToolkitExample(){
  Frame f=new Frame();
  Image icon = Toolkit.getDefaultT
  f.setIconImage(icon);
  f.setLayout(null);
  f.setSize(400,400);
  f.setVisible(true);
  }
  public static void main(String ard
  {
    new ToolkitExample();
  }
}
```

Output:

