

Java AWT Label

The object 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

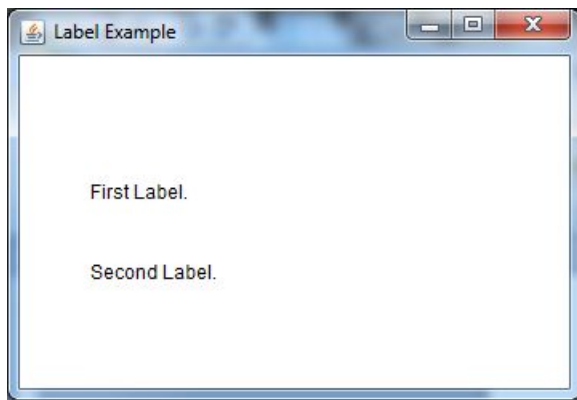
```
public class Label extends Component
```

Java Label Button 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);
    }
}
```

Output:



Java AWT Label Example with ActionListener

```
import java.awt.*;
import java.awt.event.*;

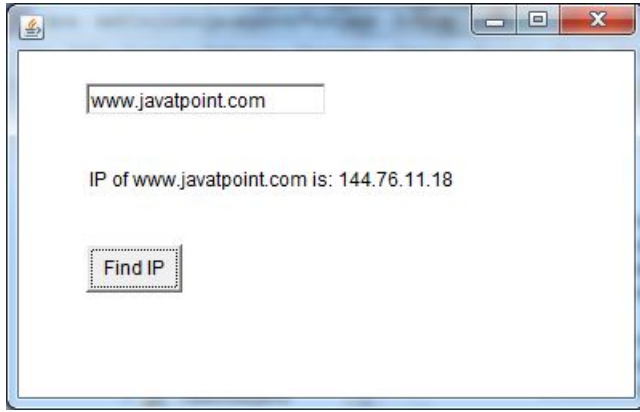
public class LabelExample extends JFrame {
    TextField tf; Label l; Button b;

    LabelExample() {
        tf = new TextField();
        tf.setBounds(50, 50, 150, 20);
        l = new Label();
        l.setBounds(50, 100, 250, 20);
        b = new Button("Find IP");
        b.setBounds(50, 150, 60, 30);
        b.addActionListener(this);
        add(b); add(tf); add(l);
        setSize(400, 400);
        setLayout(null);
        setVisible(true);
    }

    public void actionPerformed(ActionEvent e) {
        try {
            String host = tf.getText();
            String ip = java.net.InetAddress.getByName(host).getHostAddress();
            l.setText("IP of " + host + " is " + ip);
        } catch (Exception ex) {
            System.out.println(ex);
        }
    }

    public static void main(String[] args) {
        new LabelExample();
    }
}
```

Output:



[← prev](#)

[next →](#)

Latest 4 Tutorials on JavaTpoint



Java Swing



XHTML



MathML



Java AWT

[f Share](#) 0