javaTpoint

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Java AWT Choice

The object of Choice class is used to show popup menu 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 Com
```
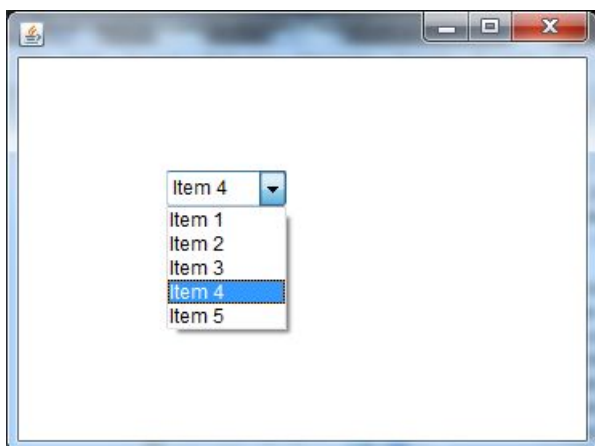
Java AWT Choice Example

```java
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 arg
{
  new ChoiceExample();
}
}
}
```

Output:

Java AWT Choice Example with ActionListener

```java
import java.awt.*;
import java.awt.event.*;
public class ChoiceExample
{
        ChoiceExample(){
        Frame f= new Frame();
        final Label label = new Lab
        label.setAlignment(Label.C
        label.setSize(400,100);
        Button b=new Button("Sho
        b.setBounds(200,100,50,20
        final Choice c=new Choice
        c.setBounds(100,100, 75,75
        c.add("C");
        c.add("C++");
        c.add("Java");
        c.add("PHP");
        c.add("Android");
        f.add(c);f.add(label); f.add
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
        b.addActionListener(new A
            public void actionPerform
         String data = "Programmin
         label.setText(data);
        }
        });
        }
public static void main(String arg
{
   new ChoiceExample();
}
}
```

Output:

Programming language Selected: Java

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