

### Java AWT TextField

The object 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

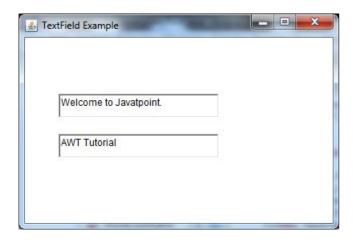


## Java AWT TextField Example

```
import java.awt.*;
class TextFieldExample{
public static void main(String ar
{
  Frame f= new Frame("TextFie
  TextField t1,t2;
  t1=new TextField("Welcome to
  t1.setBounds(50,100, 200,30)
  t2=new TextField("AWT Tutor
  t2.setBounds(50,150, 200,30)
  f.add(t1); f.add(t2);
  f.setSize(400,400);
  f.setLayout(null);
  f.setVisible(true);
}
}
```

Output:





# Java AWT TextField Example with ActionListener

```
import java.awt.*;
import java.awt.event.*;
public class TextFieldExample ex
  TextField tf1,tf2,tf3;
  Button b1,b2;
  TextFieldExample(){
     tf1=new TextField();
     tf1.setBounds(50,50,150,20
     tf2=new TextField();
     tf2.setBounds(50,100,150,2
     tf3=new TextField();
     tf3.setBounds(50,150,150,2
     tf3.setEditable(false);
     b1=new Button("+");
     b1.setBounds(50,200,50,50
     b2=new Button("-");
     b2.setBounds(120,200,50,5
     b1.addActionListener(this);
     b2.addActionListener(this);
     add(tf1);add(tf2);add(tf3);
     setSize(300,300);
     setLayout(null);
     setVisible(true);
  public void actionPerformed(A
     String s1=tf1.getText();
     String s2=tf2.getText();
     int a=Integer.parseInt(s1);
     int b=Integer.parseInt(s2):
```



```
int c=0;
if(e.getSource()==b1){
    c=a+b;
}else if(e.getSource()==b2)
{
    c=a-b;
}
String result=String.valueO
    tf3.setText(result);
}
public static void main(String[] a
    new TextFieldExample();
}
}
```

### Output:

