

## Java AWT TextArea

The object of a TextArea class is a multi line region that displays text. It allows the editing of multiple line text. It inherits TextComponent class.

### AWT TextArea Class Declaration

```
public class TextArea extends TextComponent
```

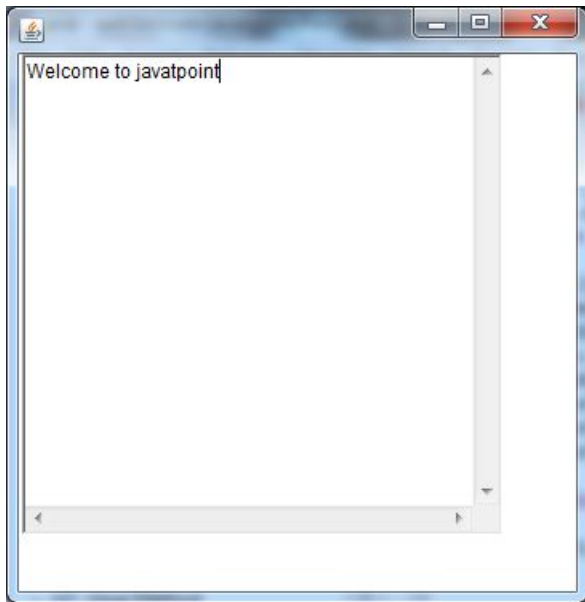
### Java AWT TextArea Example

```
import java.awt.*;

public class TextAreaExample
{
    TextAreaExample(){
        Frame f= new Frame();
        TextArea area=new TextArea();
        area.setBounds(10,30, 300, 100);
        f.add(area);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }

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

Output:



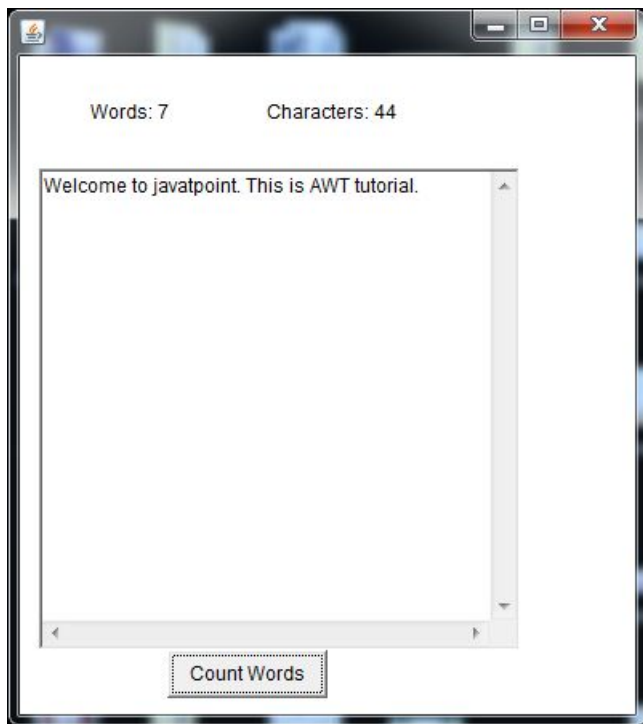
Java AWT TextArea Example with ActionListener

```

import java.awt.*;
import java.awt.event.*;
public class TextAreaExample extends JFrame {
    Label l1,l2;
    TextArea area;
    Button b;
    TextAreaExample(){
        l1=new Label();
        l1.setBounds(50,50,100,30);
        l2=new Label();
        l2.setBounds(160,50,100,30);
        area=new TextArea();
        area.setBounds(20,100,300,300);
        b=new Button("Count Words");
        b.setBounds(100,400,100,30);
        b.addActionListener(this);
        add(l1);add(l2);add(area);add(b);
        setSize(400,450);
        setLayout(null);
        setVisible(true);
    }
    public void actionPerformed(ActionEvent e) {
        String text=area.getText();
        String words[]=text.split("\\s");
        l1.setText("Words: "+words.length);
        l2.setText("Characters: "+text.length());
    }
    public static void main(String[] args) {
        new TextAreaExample();
    }
}

```

Output:

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