

```

public class awtTest1 extends Applet
implements TextListener, ActionListener, ItemListener, AdjustmentListener
{
    Label lbl;
    Button btn1, btn2;
    TextField txt1, txt2;
    TextArea ta;
    Checkbox chk1, chk2, chk3, chk4;
    CheckboxGroup cg; //남자 여자를 한개 묶을 용도
    Choice ch;
    List list;
    Scrollbar sc;
    public void init() {
        this.setLayout(null);
        lbl=new Label("이름");
        lbl.setBounds(10, 10, 50, 20);
        this.add(lbl);
        btn1=new Button("저장");
        btn2=new Button("취소");
        btn1.setBounds(70, 100, 50, 20);
        this.add(btn1);

        btn2.setBounds(130, 100, 50, 20);
        this.add(btn2);

        txt1=new TextField(10);
        txt1.setBounds(70, 10, 100, 20);
        this.add(txt1);

        chk1=new Checkbox("C++");
        chk2=new Checkbox("JAVA");
        chk1.setBounds(10, 50, 50, 20);
        this.add(chk1);

        chk2.setBounds(70, 50, 50, 20);
        this.add(chk2);

        cg=new CheckboxGroup();
        chk3=new Checkbox("남자", cg, true);
        chk4=new Checkbox("여자", cg, false);

        chk3.setBounds(130, 50, 50, 20);
        chk4.setBounds(190, 50, 50, 20);

        this.add(chk3);
        this.add(chk4);

        ch=new Choice();
        ch.addItem("청소부");
        ch.addItem("의사");
        ch.addItem("학생");
        ch.setBounds(10, 75, 60, 20);
        this.add(ch);

        list=new List();
        list.add("잠자기");
        list.add("독서");
        list.add("게임");
        list.setBounds(130, 75, 60, 20);
        this.add(list);

        sc=new Scrollbar(Scrollbar.VERTICAL, 50, 0, 1, 101);
    }
}

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        sc.setBounds(300, 75, 20, 200);
        this.add(sc);

        ta=new TextArea(50,100);
        ta.setBounds(10, 120, 200, 100);
        this.add(ta);

        //txt1.addTextListener(this);
        txt1.addActionListener(this); //리스너와 이벤트란 말은 동일함
        chk1.addItemListener(this);
        chk2.addItemListener(this);
        chk3.addItemListener(this);
        chk4.addItemListener(this);
        ch.addItemListener(this);
        list.addItemListener(this);
        sc.addAdjustmentListener(this);
        btn1.addActionListener(this);
        btn2.addActionListener(this);

    }

    @Override
    public void actionPerformed(ActionEvent e) { //엔터, 버튼클릭
        if(e.getSource()==txt1) {
            ta.append(txt1.getText()+"\n");
        }
        if(e.getSource()==btn1) {
            ta.append(txt1.getText()+"\n");
        }
        else if(e.getSource()==btn2) {
            txt1.setText("");
        }
    }

    @Override
    public void itemStateChanged(ItemEvent e) {
        if(e.getSource()==chk1 && chk1.getState()==true) {
            ta.append(chk1.getLabel()+"\n");

        } else if(e.getSource()==chk2 && chk2.getState()==true) {
            ta.append(chk2.getLabel()+"\n");
        }
        if(e.getSource()==chk3) {
            ta.append("남자\n");
        } else if(e.getSource()==chk4) {
            ta.append("여자\n");
        }

        if(e.getSource()==ch) {
            ta.append(ch.getSelectedItem()+"\n");
        }

        if(e.getSource()==list) {
            ta.append(list.getSelectedItem()+"\n");
        }
    }

    @Override
    public void textValueChanged(TextEvent e) {
        if(e.getSource()==txt1) {
            ta.append(txt1.getText()+"\n");
        }
    }
}

```

```

@Override
public void adjustmentValueChanged(AdjustmentEvent arg0) {
    // TODO Auto-generated method stub
    if(arg0.getSource()==sc) {
        ta.append(sc.getValue()+"\n");
    }
}
}

```

실습) 스크롤바 연습(색상)

```

public class awtTest2 extends Applet
    implements AdjustmentListener{

    Label lblr, lblg, lblb;
    Scrollbar scr, scg, scb;
    TextField tf;
    int ir, ig, ib;

    public void init() {
        this.setLayout(null);
        ir=ig=ib=0;
        lblr=new Label("RED");
        lblg=new Label("GREEN");
        lblb=new Label("BLUE");
        lblr.setBounds(50, 10, 50, 20);
        lblg.setBounds(200, 10, 50, 20);
        lblb.setBounds(350, 10, 50, 20);

        this.add(lblr);
        this.add(lblg);
        this.add(lblb);

        scr=new Scrollbar(Scrollbar.HORIZONTAL, 0, 0, 0, 256);
        scg=new Scrollbar(Scrollbar.HORIZONTAL, 0, 0, 0, 256);
        scb=new Scrollbar(Scrollbar.HORIZONTAL, 0, 0, 0, 256);
        scr.setBounds(20, 50, 100, 20);
        scg.setBounds(180, 50, 100, 20);
        scb.setBounds(310, 50, 100, 20);

        this.add(scr);
        this.add(scg);
        this.add(scb);

        tf=new TextField(10);
        tf.setBounds(20, 300, 100, 20);
        this.add(tf);

        scr.addAdjustmentListener(this);
        scg.addAdjustmentListener(this);
        scb.addAdjustmentListener(this);

    }
    public void start() {

    }

    public void paint(Graphics g) {

```

```

        g.setColor(new Color(ir,ig,ib)); //검정
        g.fillOval(180, 100, 100, 100);
    }
    @Override
    public void adjustmentValueChanged(AdjustmentEvent e) {
        if(e.getSource()==scr) {
            tf.setText("red:"+scr.getValue());
            ir=scr.getValue();

        } else if(e.getSource()==scg) {
            tf.setText("green:"+scg.getValue());
            ig=scg.getValue();

        } else if(e.getSource()==scb) {
            tf.setText("blue:"+scb.getValue());
            ib=scb.getValue();
        }
        repaint();
    }
}

```



```
60 public void paint(Graphics g) {
61     g.setColor(new Color(ir,ig,ib)); //검정
62     g.fillOval(180, 100, 100, 100);
63 }
64 @Override
65 public void adjustmentValueChanged(AdjustmentEvent e) {
66     if(e.getSource()==scr) {
67         tf.setText("red:"+scr.getValue());
68         ir=scr.getValue();
69     } else if(e.getSource()==scg) {
70         tf.setText("green:"+scg.getValue());
71         ig=scg.getValue();
72     } else if(e.getSource()==scb) {
73         tf.setText("blue:"+scb.getValue());
74         ib=scb.getValue();
75     }
76     repaint();
77 }
78
79
80 }
```

The screenshot shows the Eclipse IDE with the file `awtTest2.java` open. The code defines a `paint` method and overrides the `adjustmentValueChanged` method. Handwritten pink annotations include arrows pointing from the `scr`, `scg`, and `scb` variables in the `adjustmentValueChanged` method to their respective assignments, and a box around the `repaint()` call at line 76. The status bar at the bottom indicates 'Writable', 'Smart Insert', and '66 : 33'.