

### JAVA AWT API FOR GRAPHICAL USER INTERFACE IN JAVA

Java **AWT (Abstract Window Toolkit)** is an **API to develop Graphical User Interface (GUI)** or windows-based applications in Java.

**Java AWT components are platform-dependent** i.e. components are displayed according to the view of operating system. AWT is heavy weight i.e. its components are using the resources of underlying operating system (OS).

**The java.awt package** provides classes for AWT API such as TextField, Label, TextArea, RadioButton, CheckBox, Choice, List etc.

#### **Why AWT is platform independent?**

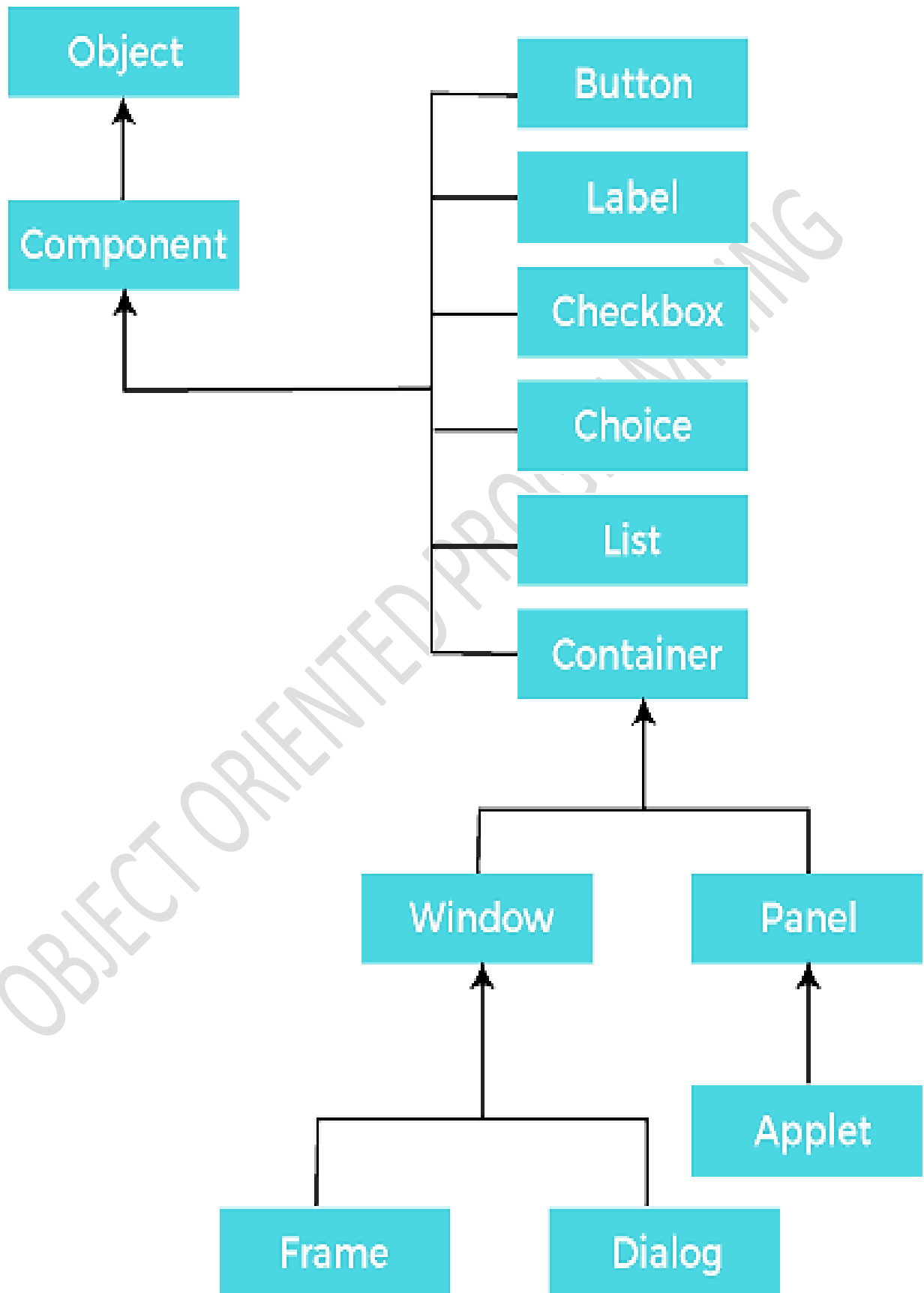
Java AWT calls the native platform calls the native platform (operating systems) subroutine for creating API components like TextField, ChechBox, button, etc.

For example, an AWT GUI with components like TextField, label and button will have different look and feel for the different platforms like Windows, MAC OS, and Unix. The reason for this is the platforms have different view for their native components and AWT directly calls the native subroutine that creates those components.

In simple words, an AWT application will look like a windows application in Windows OS whereas it will look like a Mac application in the MAC OS.

## Java AWT Hierarchy

The hierarchy of Java AWT classes are given below.



## Components

All the elements like the button, text fields, scroll bars, etc. are called components. In Java AWT, there are classes for each component as shown in above diagram. In order to place every component in a particular position on a screen, we need to add them to a container.

## Container

The Container is a component in AWT that can contain another components like [buttons](#), textfields, labels etc. The classes that extends Container class are known as container such as **Frame**, **Dialog** and **Panel**.

It is basically a screen where the where the components are placed at their specific locations. Thus it contains and controls the layout of components.

*Note: A container itself is a component (see the above diagram), therefore we can add a container inside container.*

## Types of containers:

There are four types of containers in Java AWT:

1. Window
2. Panel
3. Frame
4. Dialog

## Window

The window is the container that have no borders and menu bars. You must use frame, dialog or another window for creating a window. We need to create an instance of Window class to create this container.

## Panel

The Panel is the container that doesn't contain title bar, border or menu bar. It is generic container for holding the components. It can have other components like button, text field etc. An instance of Panel class creates a container, in which we can add components.

## Frame

The Frame is the container that contain title bar and border and can have menu bars. It can have other components like button, text field, scrollbar etc. Frame is most widely used container while developing an AWT application.

## Java AWT Example

To create simple AWT example, you need a frame. There are two ways to create a GUI using Frame in AWT.

1. By extending Frame class (**inheritance**)
2. By creating the object of Frame class (**association**)

### AWT Example by Inheritance

Let's see a simple example of AWT where we are inheriting Frame class. Here, we are showing Button component on the Frame.

#### AWTExample1.java

```
// importing Java AWT class
import java.awt.*;

// extending Frame class to our class AWTExample1
public class AWTExample1 extends Frame {
    // initializing using constructor
    AWTExample1() {
        // creating a button
        Button b = new Button("Click Me!!");

        // setting button position on screen
        b.setBounds(30,100,80,30);

        // adding button into frame
        add(b);

        // frame size 300 width and 300 height
        setSize(300,300);
    }
}
```

```
// setting the title of Frame
setTitle("This is our basic AWT example");

// no layout manager
setLayout(null);

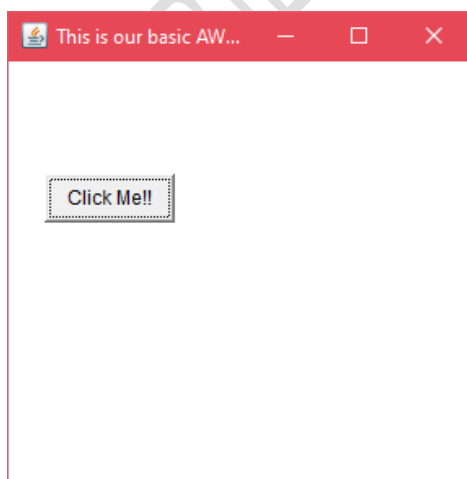
// now frame will be visible, by default it is not visible
setVisible(true);
}

// main method
public static void main(String args[]) {

// creating instance of Frame class
AWTExample1 f = new AWTExample1();
}
}
```

*The `setBounds(int x-axis, int y-axis, int width, int height)` method is used in the above example that sets the position of the awt button.*

**Output:**



## AWT Example by Association

Let's see a simple example of AWT where we are creating instance of Frame class. Here, we are creating a TextField, Label and Button component on the Frame.

### AWTExample2.java

```
// importing Java AWT class
import java.awt.*;

// class AWTExample2 directly creates instance of Frame class
class AWTExample2 {
    // initializing using constructor
    AWTExample2() {
        // creating a Frame
        Frame f = new Frame();

        // creating a Label
        Label l = new Label("Employee id:");

        // creating a Button
        Button b = new Button("Submit");

        // creating a TextField
        TextField t = new TextField();

        // setting position of above components in the frame
        l.setBounds(20, 80, 80, 30);
        t.setBounds(20, 100, 80, 30);
        b.setBounds(100, 100, 80, 30);
    }
}
```

```
// adding components into frame
f.add(b);
f.add(l);
f.add(t);

// frame size 300 width and 300 height
f.setSize(400,300);

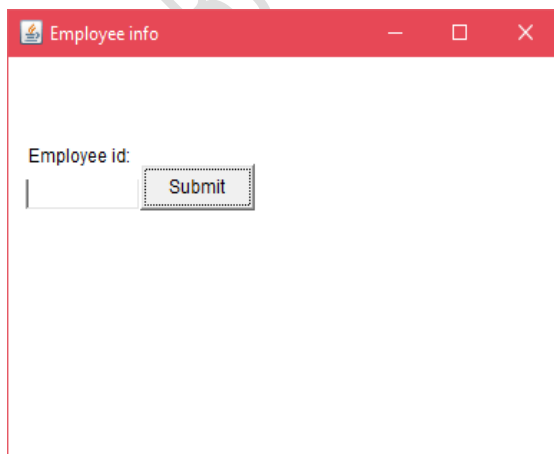
// setting the title of frame
f.setTitle("Employee info");

// no layout
f.setLayout(null);

// setting visibility of frame
f.setVisible(true);
}

// main method
public static void main(String args[]) {
    // creating instance of Frame class
    AWTEmployee2 awt_obj = new AWTEmployee2();
}
}
```

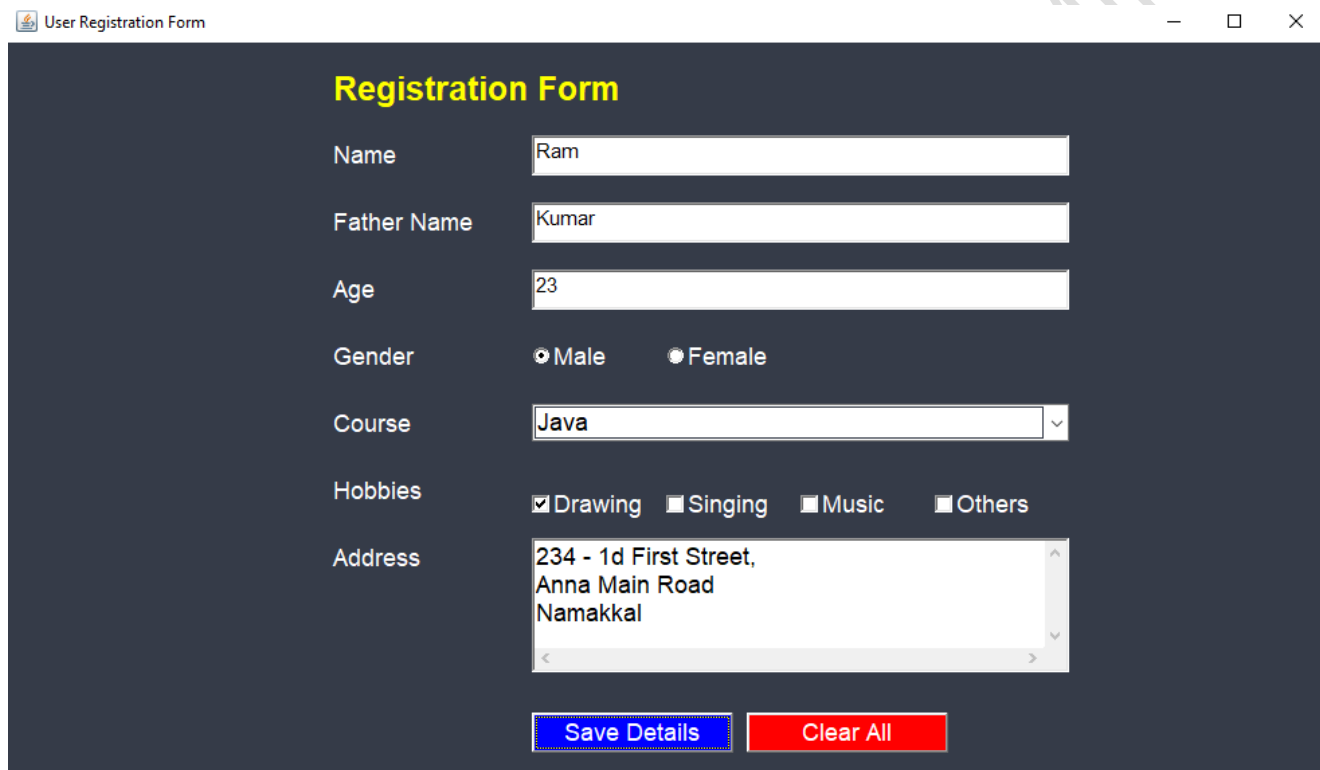
### Output:



## Class Practice Task

Observe the program that creates a registration form GUI where users can input their personal information such as name, age, gender, course, hobbies, and address. It provides buttons for saving details and clearing all fields, and it handles the window-closing event to exit the application gracefully.

The Link of the code is: [https://www.tutorjoes.in/java\\_program/16\\_Registration.java](https://www.tutorjoes.in/java_program/16_Registration.java)



The screenshot displays a Java Swing window titled "User Registration Form". The window has a dark blue background and contains a registration form with the following fields and controls:

- Name:** A text input field containing "Ram".
- Father Name:** A text input field containing "Kumar".
- Age:** A text input field containing "23".
- Gender:** Two radio buttons labeled "Male" (selected) and "Female".
- Course:** A dropdown menu showing "Java".
- Hobbies:** Four checkboxes labeled "Drawing" (checked), "Singing", "Music", and "Others".
- Address:** A text area containing "234 - 1d First Street, Anna Main Road Namakkal".
- Buttons:** Two buttons at the bottom: "Save Details" (blue) and "Clear All" (red).