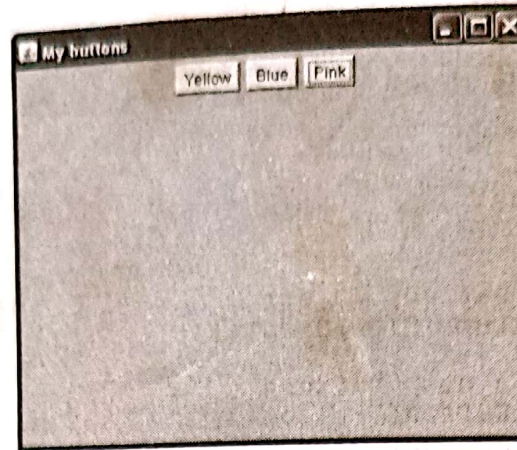


```
mb.set...  
mb.setTitle("My buttons");  
mb.setVisible(true);  
}  
}
```

Output:

```
C:\> javac Mybuttons.java  
C:\> java Mybuttons
```



Listeners and Listener Methods

For working with push buttons, `ActionListener` is more suitable. Similarly, for other components, other listeners are also available. All listeners are available in `java.awt.event` package. Table 27.2 summarizes the components, suitable listeners for the component, and the methods in the listener interface to be implemented when using that listener.

Table 27.2

Component	Listener	Listener methods
Button	<code>ActionListener</code>	<code>public void actionPerformed(ActionEvent e)</code>
<code>CheckBox</code>	<code>ItemListener</code>	<code>public void itemStateChanged(ItemEvent e)</code>

Component	Listener	Listener methods
CheckBoxGroup	ItemListener	public void itemStateChanged(ItemEvent e)
TextField	ActionListener FocusListener	public void actionPerformed(ActionEvent e) public void focusGained(FocusEvent e) public void focusLost(FocusEvent e)
TextArea	ActionListener FocusListener	public void actionPerformed(ActionEvent e) public void focusGained(FocusEvent e) public void focusLost(FocusEvent e)
Choice	ActionListener ItemListener	public void actionPerformed(ActionEvent e) public void itemStateChanged(ItemEvent e)
List	ActionListener ItemListener	public void actionPerformed(ActionEvent e) public void itemStateChanged(ItemEvent e)
Scrollbar	AdjustmentListener MouseMotionListener	public void adjustmentValueChanged(AdjustmentEvent e) public void mouseDragged(MouseEvent e) public void mouseMoved(MouseEvent e)
Frame	WindowListener	public void windowActivated(WindowEvent e) public void windowClosed(WindowEvent e) public void windowClosing(WindowEvent e) public void windowDeactivated(WindowEvent e) public void windowDeiconified(WindowEvent e) public void windowIconified(WindowEvent e) public void windowOpened(WindowEvent e)
Key board	KeyListener	public void keyPressed(KeyEvent e) public void keyReleased(KeyEvent e) public void keyTyped(KeyEvent e)
Label	No listener is needed	

Check Boxes

A check box is a square shaped box which displays an option to the user. The user can select one or more options from a group of check boxes. Let us see how to work with check boxes.

- ❑ To create a check box, we can create an object to Checkbox class, as: