SNS COLLEGE OF TECHNOLOGY

(An Autonomous Institution)

Coimbatore - 641035.

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Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

Department of Computer Applications

Course Code: 23CAT606

Course Name: Java Programming

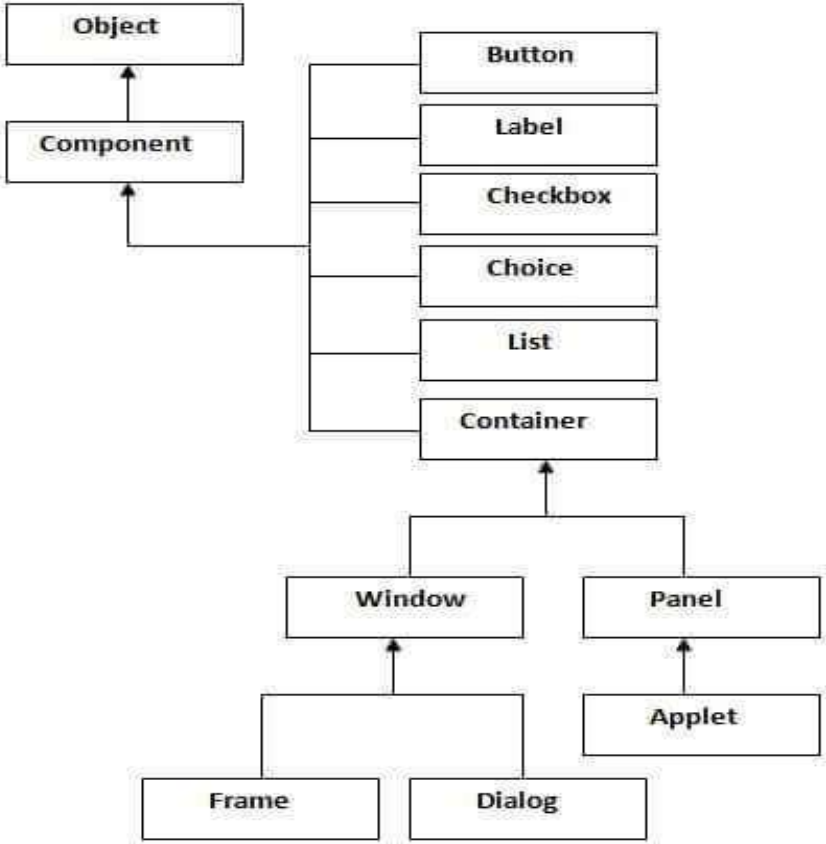
Unit II: Package

Topic 8: AWT

INTRODUCTION: AWT

1. **Java AWT** (Abstract Window Toolkit) is an API to **develop GUI or window-based** applications in java.
2. Java AWT components are platform-dependent i.e. components are displayed according to the view of operating system. AWT is heavyweight i.e. its components are using the resources of OS.
3. The java.awt package provides classes for AWT api such as TextField, Label, TextArea, RadioButton, CheckBox, Choice, List etc.

AWT Hierarchy



USING AWT COMPONENTS

- COMPONENT
  - CANVAS
  - SCROLLBAR
  - BUTTON
  - CHECKBOX
  - LABEL
  - LIST
  - CHOICE
  - TEXT
    - TEXTAREA
    - TEXTFIELD

- COMPONENT
  - CONTAINER
    - PANEL
    - WINDOW
      - DIALOG
      - FRAME

- MENU COMPONENT
  - MENU ITEM
    - MENU

AWT Hierarchy

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**.

Window

The window is the container that have no borders and menu bars. Use frame, dialog or another window for creating a window.

Panel

The Panel is the container that doesn't contain title bar and menu bars. It can have other components like button, textfield etc.

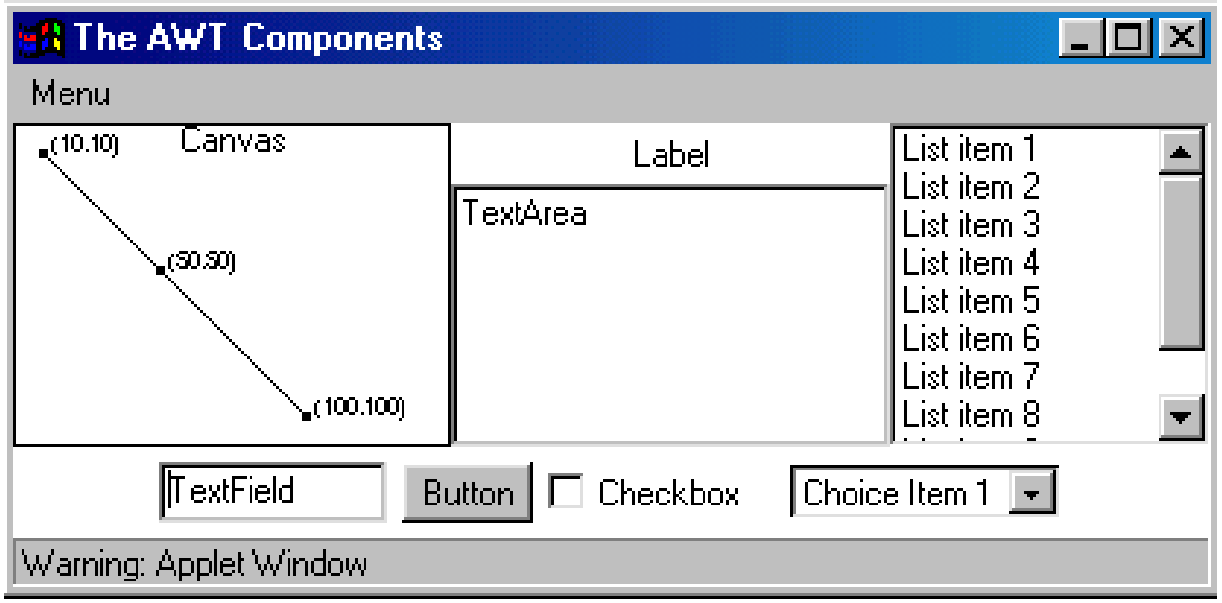
Frame

The Frame is the container that contain title bar and can have menu bars. It can have other components like button, textfield etc.

Useful Methods of Component class

Method	Description
public void add(Component c)	inserts a component on this component.
public void setSize(int width,int height)	sets the size (width and height) of the component.
public void setLayout(LayoutManager m)	defines the layout manager for the component.
public void setVisible(boolean status)	changes the visibility of the component, by default false.

AWT COMPONENTS



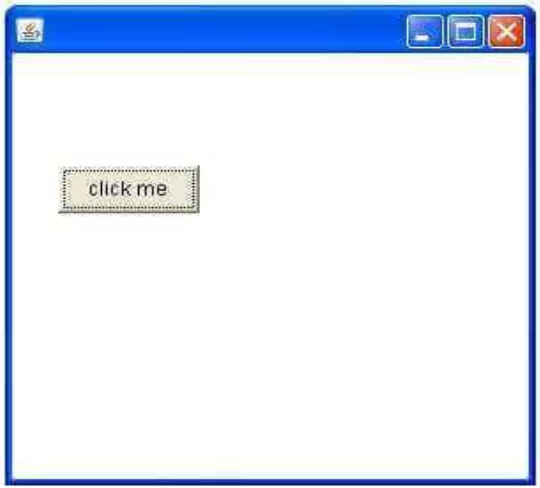
FRAME

```
import java.awt.*;

public class TestFrame extends Frame {
   public TestFrame(String title){
      super(title);
   }
   public static void main(String[] args){
      Frame f = new TestFrame(“The AWT Components");
      f.setSize(400,400);
      f.setLocation(100,100);
      f.show();
   }
}
```

HOW TO USE BUTTONS?

```
import java.awt.*;
class First2
{
First2()
{
        Frame f=new Frame();
        Button b=new Button("click me");
        b.setBounds(30,50,80,30);
        f.add(b);
        f.setSize(300,300);
        f.setLayout(null);
        f.setVisible(true);
}
public static void main(String args[]){
        First2 f=new First2();
        }}
```



HOW TO USE LABELS?

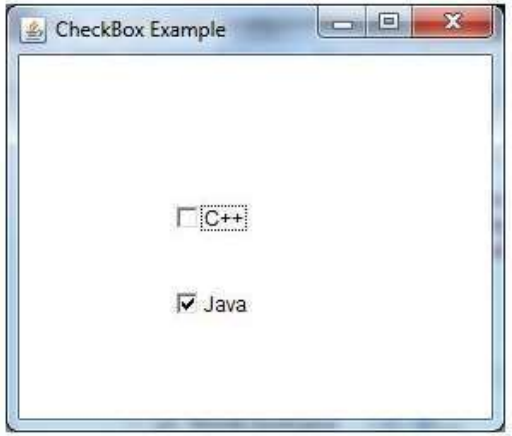
```
import java.awt.*;
class LabelExample{
public static void main(String args[]){
    Frame f= new Frame("Label Example");
    Label l1,l2;
    l1=new Label("First Label.");
    l1.setBounds(50,100, 100,30);
    l2=new Label("Second Label.");
    l2.setBounds(50,150, 100,30);
    f.add(l1); f.add(l2);
    f.setSize(400,400);
    f.setLayout(null);
    f.setVisible(true);
}
}
```

Output:

HOW TO USE CHECKBOXES?

```
import java.awt.*;
public class CheckboxExample
{
    CheckboxExample(){
      Frame f= new Frame("Checkbox Example");
       Checkbox checkbox1 = new Checkbox("C++");
       checkbox1.setBounds(100,100, 50,50);
       Checkbox checkbox2 = new Checkbox("Java", true);
       checkbox2.setBounds(100,150, 50,50);
       f.add(checkbox1);
       f.add(checkbox2);
       f.setSize(400,400);
       f.setLayout(null);
       f.setVisible(true);
    }
public static void main(String args[])
{
   new CheckboxExample();
}
}
```

Output:



HOW TO USE CHOICES?

```
public class TestChoice extends Frame {
   public TestChoice(String title){
      super(title);

      Choice choice = new Choice();
      choice.add("Item 1");
      choice.add("Item 2");
      choice.add("Item 3");
      choice.add("Item 4");
      choice.add("Item 5");
      add(choice);
   }
```

HOW TO USE TEXTFIELD & TEXTAREA

```
public class TestText extends Frame{
    public TestText(){
        TextField textField = new TextField(20);
        TextArea textArea = new TextArea(5, 20);
        textField.setText("Welcome to Javatpoint");
        textArea.setText("AWT Tutorial");
        add(textField,"North");
        add(textArea,"South");
    }
…
}
```

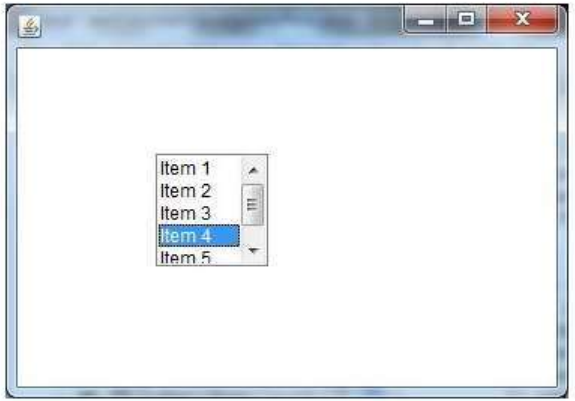
Output:

HOW TO USE LISTS?

```
public class TestList extends Frame {
   public TestList(){
      List l = new List(5, true);
      l.add(“Item1");
      l.add(“Item 2");
      l.add(“Item 3");
      l.add(“Item 4");
      l.add(“Item 5");

   }
```

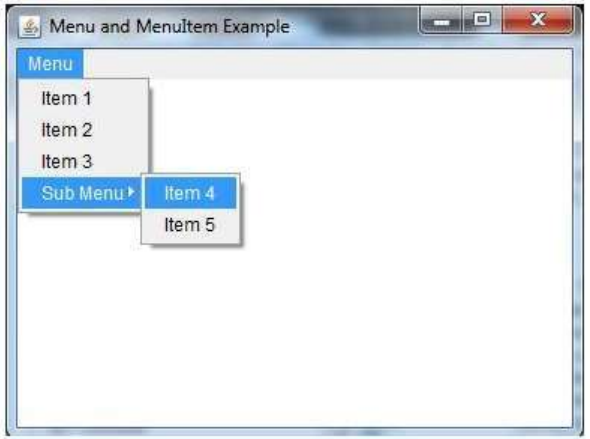
Output:



HOW TO USE MENUS?

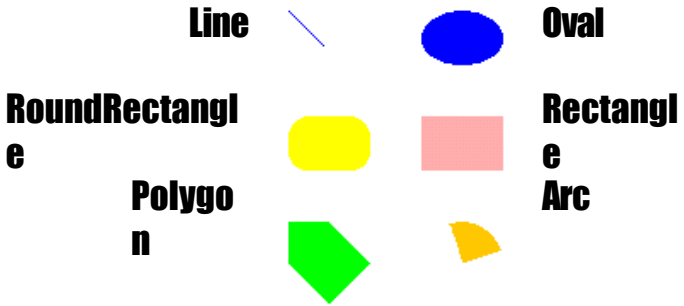
```
import java.awt.*;

 class MenuExample
 {
     MenuExample(){
        Frame f= new Frame("Menu and MenuItem Example");
        MenuBar mb=new MenuBar();
        Menu menu=new Menu("Menu");
        Menu submenu=new Menu("Sub Menu");
        MenuItem i1=new MenuItem("Item 1");
        MenuItem i2=new MenuItem("Item 2");
        MenuItem i3=new MenuItem("Item 3");
        MenuItem i4=new MenuItem("Item 4");
        MenuItem i5=new MenuItem("Item 5");
        menu.add(i1);
        menu.add(i2);
        menu.add(i3);
        submenu.add(i4);
        submenu.add(i5);
        menu.add(submenu);
        mb.add(menu);
        f.setMenuBar(mb);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }
    public static void main(String args[])
    {
        new MenuExample();
    }
    }
```



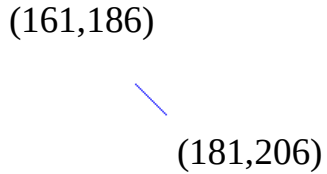
HOW TO USE CANVASES AND GRAPHICS PRIMITIVES?

- FOR DRAWING GEOMETRIC SHAPES, TEXTS, AND IMAGES
- AN ABSTRACT CLASS
  - THE EXTENDED CLASS MUST OVERRIDE **PAINT()**



DRAWLINE(X1,Y1,X2,Y2)

```
class MyCanvas extends Canvas
{
 public void paint(Graphics g)
{
g.setColor(Color.blue);
                        int x1 = 161,
                             y1 = 186,
                             x2 = 181,
                             y2 = 206;
    g.drawLine(x1,y1,x2,y2); }
```



FILLOVAL(X,Y,W,H)
DRAWOVAL(X,Y,W,H)

```
g.setColor(Color.blue);
{
    int x = 239,
        y = 186,
        w = 48,
        h = 32;
      g.fillOval(x,y,w,h);
}
```

FILLPOLYGON(INT[] XS, INT[] YS)
DRAWPOLYGON(INT[] XS, INT[] YS)

```
 g.setColor(Color.green);
{
        int xpoints[] = {25, 145, 25, 145, 25};
        int ypoints[] = {25, 25, 145, 145, 25};
        int npoints = 5;
         g.fillPolygon(xpoints, ypoints, npoints);
}
```

FILLRECT(X,Y,W,H)
DRAWRECT(X,Y,W,H)

```
g.setColor(Color.pink);
{
  int x = 239,
      y = 248,
      w = 48,
      h = 32;
  g.fillRect(x,y,w,h);
}
```

FILLROUNDRECT(X,Y,W,H,RW,RH)
DRAWROUNDRECT(X,Y,W,H,RW,RH)

```
g.setColor(Color.yellow);
{
  int x = 161,
      y = 248,
      w = 48,
      h = 32,
      roundW = 25,
      roundH = 25;
  g.fillRoundRect(x,y,w,h,roundW,roundH);
}
```

FILLARC(X,Y,W,H,SA,A)
DRAWARC(X,Y,W,H,SA,A)

```
g.setColor(Color.orange);
{
  int x = 239,
      y = 310,
      w = 48,
      h = 48,
      startAngle = 20,
      angle = 90;
  g.fillArc(x,y,w,h,startAngle,angle);
}
```

DRAWSTRING, FONT, & FONTMETRICS

```
class MyCanvas extends Canvas {

 public void paint(Graphics g)
 {
  g.setFont(new Font("Dialog",0,20));
  FontMetrics fm = g.getFontMetrics();
 int x = 100;
 int y = 100;
   g.drawString("Hello",x,y);
   y = y+fm.getHeight();
   g.drawString("World",x,y);
 }
}
```

Summary

Reference

1. Herbert Schildt “ The Complete Reference Java 2, 8th edition , Tata McGraw Hill, 2011
2. Ralph Bravaco, Shai Simonson, “Java Programming: From the Ground up Tata McGraw Hill, 2012
3. https://www.javatpoint.com