

AWT ACTIONLISTENER INTERFACE

http://www.tutorialspoint.com/awt/awt_action_listener.htm

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The class which processes the ActionEvent should implement this interface. The object of that class must be registered with a component. The object can be registered using the addActionListener method. When the action event occurs, that object's actionPerformed method is invoked.

Interface declaration

Following is the declaration for **java.awt.event.ActionListener** interface:

```
public interface ActionListener
    extends EventListener
```

Interface methods

S.N. Method & Description

1	void actionPerformed(ActionEvent) Invoked when an action occurs.
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Methods inherited

This interface inherits methods from the following interfaces:

- java.awt.EventListener

ActionListener Example

Create the following java program using any editor of your choice in say **D:/ > AWT > com > tutorialspoint > gui >**

AwtListenerDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;

public class AwtListenerDemo {
    private Frame mainFrame;
    private Label headerLabel;
    private Label statusLabel;
    private Panel controlPanel;

    public AwtListenerDemo(){
        prepareGUI();
    }

    public static void main(String[] args){
        AwtListenerDemo awtListenerDemo = new AwtListenerDemo();
        awtListenerDemo.showActionListenerDemo();
    }

    private void prepareGUI(){
        mainFrame = new Frame("Java AWT Examples");
        mainFrame.setSize(400,400);
        mainFrame.setLayout(new GridLayout(3, 1));
        mainFrame.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent windowEvent){
```

```

        System.exit(0);
    }
});

headerLabel = new Label();
headerLabel.setAlignment(Label.CENTER);
statusLabel = new Label();
statusLabel.setAlignment(Label.CENTER);
statusLabel.setSize(350,100);

controlPanel = new Panel();
controlPanel.setLayout(new FlowLayout());

mainFrame.add(headerLabel);
mainFrame.add(controlPanel);
mainFrame.add(statusLabel);
mainFrame.setVisible(true);
}

private void showActionListenerDemo(){
    headerLabel.setText("Listener in action: ActionListener");

    ScrollPane panel = new ScrollPane();
    panel.setBackground(Color.magenta);

    Button okButton = new Button("OK");

    okButton.addActionListener(new CustomActionListener());
    panel.add(okButton);
    controlPanel.add(panel);

    mainFrame.setVisible(true);
}

class CustomActionListener implements ActionListener{

    public void actionPerformed(ActionEvent e) {
        statusLabel.setText("Ok Button Clicked.");
    }
}
}

```

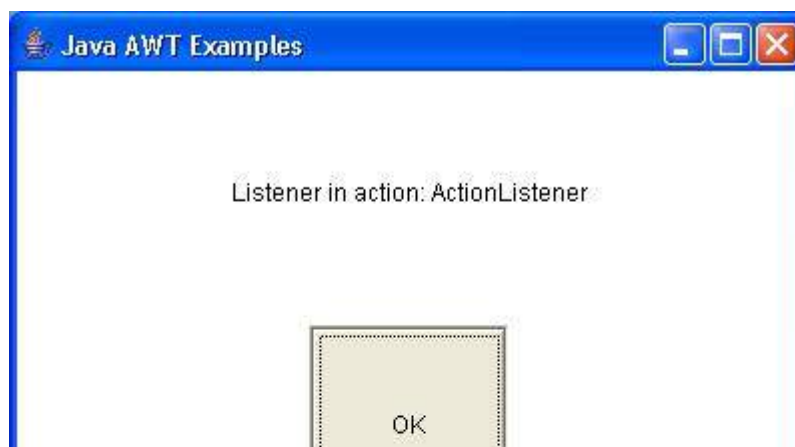
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
D:\AWT>javac com\tutorialspoint\gui\AwtListenerDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\AWT>java com.tutorialspoint.gui.AwtListenerDemo
```

Verify the following output



Ok Button Clicked.

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