

Introduction

Choice control is used to show pop up menu of choices. Selected choice is shown on the top of the menu.

Class declaration

Following is the declaration for **java.awt.Choice** class:

```
public class Choice
    extends Component
    implements ItemSelectable, Accessible
```

Class constructors

S.N.	Constructor & Description
1	Choice Creates a new choice menu.

Class methods

S.N.	Method & Description
1	void addStringitem Adds an item to this Choice menu.
2	void addItemStringitem Obsolete as of Java 2 platform v1.1.
3	void addItemListenerItemListenerl Adds the specified item listener to receive item events from this Choice menu.
4	void addNotify Creates the Choice's peer.
5	int countItems Deprecated. As of JDK version 1.1, replaced by getItemCount.
6	

AccessibleContext getAccessibleContext

Gets the AccessibleContext associated with this Choice.

7

String getItem*intindex*

Gets the string at the specified index in this Choice menu.

8

int getItemCount

Returns the number of items in this Choice menu.

9

ItemListener[] getItemListeners

Returns an array of all the item listeners registered on this choice.

10

<T extends EventListener> T[] getListeners*Class < T > listenerType*

Returns an array of all the objects currently registered as FooListeners upon this Choice.

11

int getSelectedIndex

Returns the index of the currently selected item.

12

String getSelectedItem

Gets a representation of the current choice as a string.

13

Object[] getSelectedObjects

Returns an array *length1* containing the currently selected item.

14

void insert*Stringitem, intindex*

Inserts the item into this choice at the specified position.

15

protected String paramString

Returns a string representing the state of this Choice menu.

16

protected void processEvent*AWTEvente*

Processes events on this choice.

17

protected void processItemEvent*ItemEvente*

Processes item events occurring on this Choice menu by dispatching them to any registered ItemListener objects.

- 18 **void remove***intposition*
- Removes an item from the choice menu at the specified position.
- 19 **void remove***Stringitem*
- Removes the first occurrence of item from the Choice menu.
- 20 **void removeAll**
- Removes all items from the choice menu.
- 21 **void remove***ItemListenerItemListenerl*
- Removes the specified item listener so that it no longer receives item events from this Choice menu.
- 22 **void select***intpos*
- Sets the selected item in this Choice menu to be the item at the specified position.
- 23 **void select***Stringstr*
- Sets the selected item in this Choice menu to be the item whose name is equal to the specified string.

Methods inherited

This class inherits methods from the following classes:

- java.awt.Component
- java.lang.Object

Choice Example

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

AwtControlDemo.java

```
package com.tutorialspoint.gui;

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

public class AwtControlDemo {

    private Frame mainFrame;
    private Label headerLabel;
    private Label statusLabel;
    private Panel controlPanel;

    public AwtControlDemo(){
        prepareGUI();
    }
}
```

```

public static void main(String[] args){
    AwtControlDemo awtControlDemo = new AwtControlDemo();
    awtControlDemo.showChoiceDemo();
}

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 showChoiceDemo(){

    headerLabel.setText("Control in action: Choice");
    final Choice fruitChoice = new Choice();

    fruitChoice.add("Apple");
    fruitChoice.add("Grapes");
    fruitChoice.add("Mango");
    fruitChoice.add("Peer");

    Button showButton = new Button("Show");

    showButton.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            String data = "Fruit Selected: "
                + fruitChoice.getItem(fruitChoice.getSelectedIndex());
            statusLabel.setText(data);
        }
    });

    controlPanel.add(fruitChoice);
    controlPanel.add(showButton);

    mainFrame.setVisible(true);
}
}

```

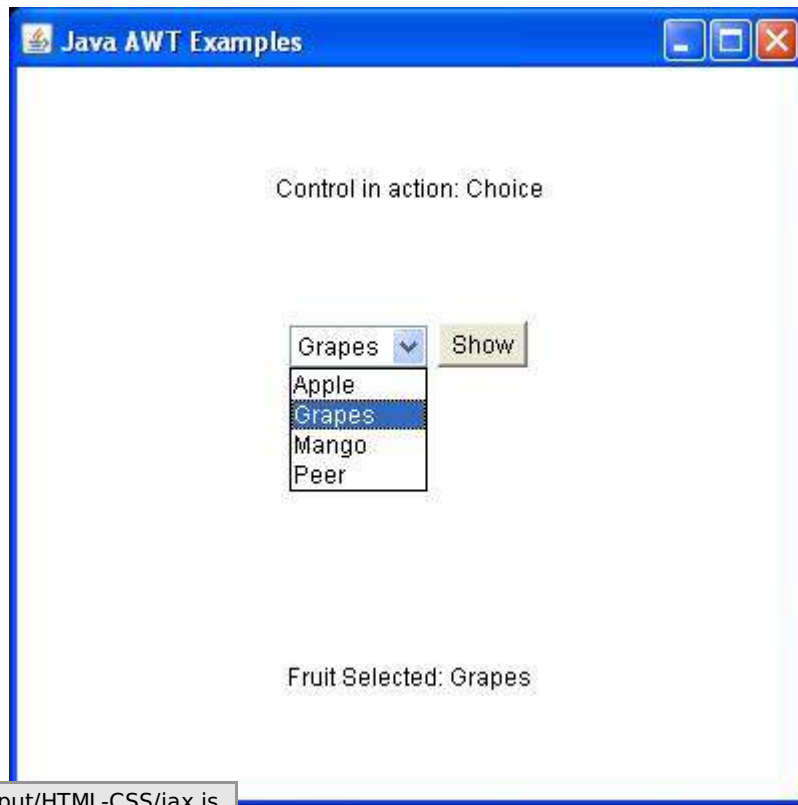
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

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

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

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

Verify the following output



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