

AWT FILEDIALOG CLASS

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

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Introduction

FileDialog control represents a dialog window from which the user can select a file.

Class declaration

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

```
public class FileDialog
    extends Dialog
```

Field

Following are the fields for **java.awt.Image** class:

- **static int LOAD** -- This constant value indicates that the purpose of the file dialog window is to locate a file from which to read.
- **static int SAVE** -- This constant value indicates that the purpose of the file dialog window is to locate a file to which to write.

Class constructors

S.N.	Constructor & Description
------	---------------------------

- | | |
|---|--|
| 1 | FileDialogDialogparent
Creates a file dialog for loading a file. |
| 2 | FileDialogDialogparent, Stringtitle
Creates a file dialog window with the specified title for loading a file. |
| 3 | FileDialogDialogparent, Stringtitle, intmode
Creates a file dialog window with the specified title for loading or saving a file. |
| 4 | FileDialogFrameparent
Creates a file dialog for loading a file. |
| 5 | FileDialogFrameparent, Stringtitle
Creates a file dialog window with the specified title for loading a file. |
| 6 | FileDialogFrameparent, Stringtitle, intmode
Creates a file dialog window with the specified title for loading or saving a file. |

Class methods

S.N.	Method & Description
1	void addNotify Creates the file dialog's peer.
2	String getDirectory Gets the directory of this file dialog.
3	String getFile Gets the selected file of this file dialog.
4	FilenameFilter getFilenameFilter Determines this file dialog's filename filter.
5	int getMode Indicates whether this file dialog box is for loading from a file or for saving to a file.
6	protected String paramString Returns a string representing the state of this FileDialog window.
7	void setDirectoryStringdir Sets the directory of this file dialog window to be the specified directory.
8	void setFileStringfile Sets the selected file for this file dialog window to be the specified file.
9	void setFilenameFilterFilenameFilterfilter Sets the filename filter for this file dialog window to the specified filter.
10	void setModeintmode Sets the mode of the file dialog.

Methods inherited

This class inherits methods from the following classes:

- java.awt.Dialog
- java.awt.Window
- java.awt.Component
- java.lang.Object

FileDialog 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.showFileDialogDemo();
    }

    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 showFileDialogDemo(){
        headerLabel.setText("Control in action: FileDialog");

        final FileDialog fileDialog = new FileDialog(mainFrame,"Select file");
        Button showFileDialogButton = new Button("Open File");
        showFileDialogButton.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent e) {
```

```

        fileDialog.setVisible(true);
        statusLabel.setText("File Selected :"  

+ fileDialog.getDirectory() + fileDialog.getFile());
    }
});

controlPanel.add(showFileDialogButton);
mainFrame.setVisible(true);
}
}

```

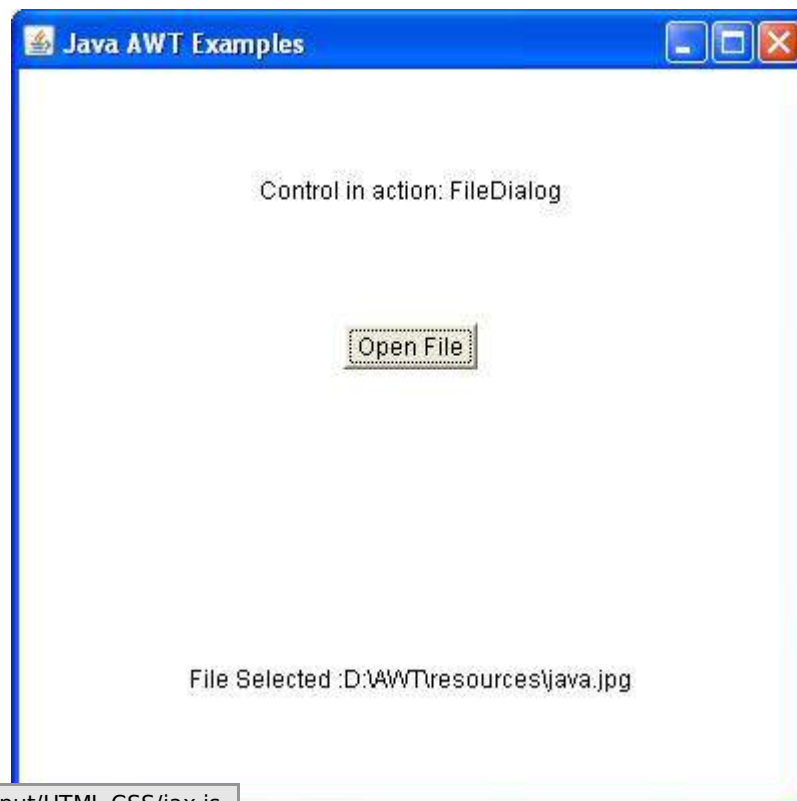
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
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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