

AWT ITEMListener INTERFACE

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

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

Interface declaration

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

```
public interface ItemListener
    extends EventListener
```

Interface methods

S.N.	Method & Description
1	void itemStateChanged <i>ItemEvent</i> Invoked when an item has been selected or deselected by the user.

Methods inherited

This interface inherits methods from the following interfaces:

- java.awt.EventListener

ItemListener 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.showItemListenerDemo();
    }

    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 showItemListenerDemo(){
    headerLabel.setText("Listener in action: ItemListener");
    Checkbox chkApple = new Checkbox("Apple");
    Checkbox chkMango = new Checkbox("Mango");
    Checkbox chkPeer = new Checkbox("Peer");

    chkApple.addItemListener(new CustomItemListener());
    chkMango.addItemListener(new CustomItemListener());
    chkPeer.addItemListener(new CustomItemListener());

    controlPanel.add(chkApple);
    controlPanel.add(chkMango);
    controlPanel.add(chkPeer);
    mainFrame.setVisible(true);
}

class CustomItemListener implements ItemListener {
    public void itemStateChanged(ItemEvent e) {
        statusLabel.setText(e.getItem()
            +" Checkbox: "
            + (e.getStateChange()==1?"checked":"unchecked"));
    }
}
}

```

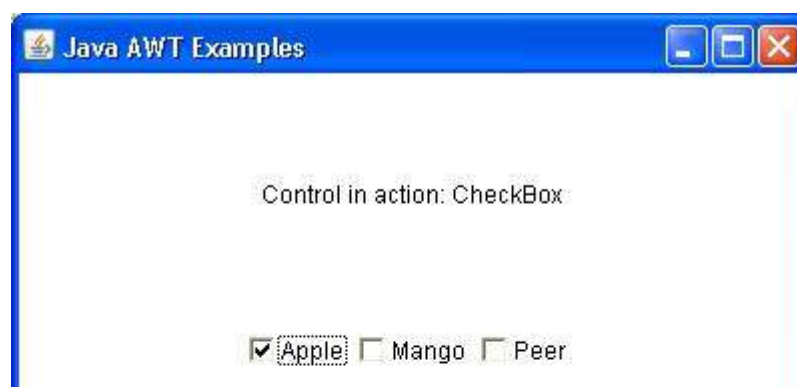
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
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



Apple Checkbox: checked

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