

Introduction

Label is a passive control because it does not create any event when accessed by the user. The label control is an object of Label. A label displays a single line of read-only text. However the text can be changed by the application programmer but cannot be changed by the end user in any way.

Class declaration

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

```
public class Label
    extends Component
    implements Accessible
```

Field

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

- **static int CENTER** -- Indicates that the label should be centered.
- **static int LEFT** -- Indicates that the label should be left justified.
- **static int RIGHT** -- Indicates that the label should be right justified.

Class constructors

S.N.	Constructor & Description
1	Label Constructs an empty label.
2	LabelStringtext Constructs a new label with the specified string of text, left justified.
3	LabelStringtext, intalignment Constructs a new label that presents the specified string of text with the specified alignment.

Class methods

S.N.	Method & Description
1	void addNotify Creates the peer for this label.

2

AccessibleContext getAccessibleContext

Gets the AccessibleContext associated with this Label.

3

int getAlignment

Gets the current alignment of this label.

4

String getText

Gets the text of this label.

5

protected String paramString

Returns a string representing the state of this Label.

6

void setAlignmentintalignment

Sets the alignment for this label to the specified alignment.

7

void setTextStringtext

Sets the text for this label to the specified text.

Methods inherited

This class inherits methods from the following classes:

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

Label 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.showLabelDemo();
}

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 showLabelDemo(){
    headerLabel.setText("Control in action: Label");

    Label label = new Label();
    label.setText("Welcome to Tutorialspoint AWT Tutorial.");
    label.setAlignment(Label.CENTER);
    label.setBackground(Color.GRAY);
    label.setForeground(Color.WHITE);
    controlPanel.add(label);

    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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