

AWT TEXTLISTENER INTERFACE

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

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The class which processes the `TextEvent` should implement this interface. The object of that class must be registered with a component. The object can be registered using the `addTextListener` method.

Interface declaration

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

```
public interface TextListener
    extends EventListener
```

Interface methods

S.N. Method & Description

- | | |
|---|--|
| 1 | void textValueChanged <i>TextEvent</i>
Invoked when the value of the text has changed. |
|---|--|

Methods inherited

This interface inherits methods from the following interfaces:

- `java.awt.EventListener`

TextListener 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;
    private TextField textField;

    public AwtListenerDemo(){
        prepareGUI();
    }

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

    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 showTextListenerDemo(){
    headerLabel.setText("Listener in action: TextListener");

    textField = new TextField(10);

    textField.addTextListener(new CustomTextListener());
    Button okButton = new Button("OK");
    okButton.addActionListener(new ActionListener() {
        public void actionPerformed(ActionEvent e) {
            statusLabel.setText("Entered text: "
                + textField.getText());
        }
    });

    controlPanel.add(textField);
    controlPanel.add(okButton);
    mainFrame.setVisible(true);
}

class CustomTextListener implements TextListener {
    public void textValueChanged(TextEvent e) {
        statusLabel.setText("Entered text: " + textField.getText());
    }
}
}

```

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



test

OK

Entered text: test

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