

GWT - FOCUSPANEL WIDGET

http://www.tutorialspoint.com/gwt/gwt_focuspanel_widget.htm

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Introduction

The **FocusPanel** widget represents a simple panel that makes its contents focusable, and adds the ability to catch mouse and keyboard events.

Class declaration

Following is the declaration for **com.google.gwt.user.client.ui.FocusPanel** class:

```
public class FocusPanel
    extends SimplePanel
    implements HasFocus, SourcesClickEvents,
        SourcesMouseEvents, SourcesMouseWheelEvents,
        HasAllMouseHandlers, HasClickHandlers,
        HasDoubleClickHandlers, HasAllKeyHandlers,
        HasAllFocusHandlers
```

Class constructors

S.N. Constructor & Description

- 1
FocusPanel
Creates an empty focus panel.
- 2
FocusPanelWidgetchild
Creates a new focus panel with the given child widget.

Class methods

S.N. Function name & Description

- 1
HandlerRegistration addBlurHandlerBlurHandlerhandler
Adds a BlurEvent handler.
- 2
HandlerRegistration addClickHandlerClickHandlerhandler
Adds a ClickEvent handler.
- 3
void addClickListenerClickListenerlistener
Deprecated. Use addClickHandlercom. google. gwt. event. dom. client. ClickHandler instead
- 4
HandlerRegistration addDoubleClickHandlerDoubleClickHandlerhandler

Adds a DoubleClickEvent handler.

5

HandlerRegistration addFocusHandler*FocusHandlerhandler*

Adds a FocusEvent handler.

6

void addFocusListener*FocusListenerlistener*

Deprecated. Use addFocusHandler*com. google. gwt. event. dom. client. FocusHandler* instead

7

void addKeyboardListener*KeyboardListenerlistener*

Deprecated. Use addKeyDownHandler*com. google. gwt. event. dom. client. KeyDownHandler*, addKeyUpHandler*com. google. gwt. event. dom. client. KeyUpHandler* and addKeyPressHandler *com. google. gwt. event. dom. client. KeyPressHandler* instead

8

HandlerRegistration addKeyDownHandler*KeyDownHandlerhandler*

Adds a KeyDownEvent handler.

9

HandlerRegistration addKeyPressHandler*KeyPressHandlerhandler*

Adds a KeyPressEvent handler.

10

HandlerRegistration addKeyUpHandler*KeyUpHandlerhandler*

Adds a KeyUpEvent handler.

11

HandlerRegistration addMouseDownHandler*MouseDownHandlerhandler*

Adds a MouseDownEvent handler.

12

void addMouseListener*MouseListenerlistener*

Deprecated. Use addMouseOverHandler*com. google. gwt. event. dom. client. MouseOverHandler*, addMouseMoveHandler*com. google. gwt. event. dom. client. MouseMoveHandler*, addMouseDownHandler*com. google. gwt. event. dom. client. MouseDownHandler*, addMouseUpHandler*com. google. gwt. event. dom. client. MouseUpHandler* and addMouseOutHandler*com. google. gwt. event. dom. client. MouseOutHandler* instead

13

HandlerRegistration addMouseMoveHandler*MouseMoveHandlerhandler*

Adds a MouseMoveEvent handler.

14

HandlerRegistration addMouseOutHandler*MouseOutHandlerhandler*

Adds a MouseOutEvent handler.

15

HandlerRegistration addMouseOverHandler*MouseOverHandlerhandler*

Adds a MouseOverEvent handler.

16

HandlerRegistration addMouseUpHandler*MouseUpHandlerhandler*

Adds a MouseUpEvent handler.

17

HandlerRegistration addMouseWheelHandler*MouseWheelHandlerhandler*

Adds a MouseWheelEvent handler.

18

void addMouseWheelListener*MouseWheelListenerlistener*

Deprecated. Use addMouseWheelHandler*com. google. gwt. event. dom. client. MouseWheelHandler* instead

19

int getTabIndex

Gets the widget's position in the tab index.

20

void removeClickListener*ClickListenerlistener*

Deprecated. Use the HandlerRegistration.removeHandler method on the object returned by addClickListener*com. google. gwt. event. dom. client. ClickHandler* instead

21

void removeFocusListener*FocusListenerlistener*

Deprecated. Use the HandlerRegistration.removeHandler method on the object returned by addFocusHandler*com. google. gwt. event. dom. client. FocusHandler* instead

22

void removeKeyboardListener*KeyboardListenerlistener*

Deprecated. Use the HandlerRegistration.removeHandler method on the object returned by an add*Handler method instead

23

void removeMouseListener*MouseListenerlistener*

Deprecated. Use the HandlerRegistration.removeHandler method on the object returned by an add*Handler method instead

24

void removeMouseWheelListener*MouseWheelListenerlistener*

Deprecated. Use the HandlerRegistration.removeHandler method on the object returned by addMouseWheelHandler*com. google. gwt. event. dom. client. MouseWheelHandler* instead

25

void setAccessKey*charkey*

Sets the widget's 'access key'.

26

void setFocus*booleanfocused*

Explicitly focus/unfocus this widget.

27

void setTabIndex*intindex*

Sets the widget's position in the tab index.

Methods inherited

This class inherits methods from the following classes:

- com.google.gwt.user.client.ui.UIObject
- com.google.gwt.user.client.ui.Widget
- com.google.gwt.user.client.ui.Panel
- com.google.gwt.user.client.ui.SimplePanel
- java.lang.Object

FocusPanel Widget Example

This example will take you through simple steps to show usage of a FocusPanel Widget in GWT. Follow the following steps to update the GWT application we created in *GWT - Create Application* chapter:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint</i> as explained in the <i>GWT - Create Application</i> chapter.
2	Modify <i>HelloWorld.gwt.xml</i> , <i>HelloWorld.css</i> , <i>HelloWorld.html</i> and <i>HelloWorld.java</i> as explained below. Keep rest of the files unchanged.
3	Compile and run the application to verify the result of the implemented logic.

Following is the content of the modified module descriptor **src/com.tutorialspoint/HelloWorld.gwt.xml**.

```
<?xml version="1.0" encoding="UTF-8"?>
<module rename-to='helloworld'>
  <!-- Inherit the core Web Toolkit stuff. -->
  <inherits name='com.google.gwt.user.User' />

  <!-- Inherit the default GWT style sheet. -->
  <inherits name='com.google.gwt.user.theme.clean.Clean' />

  <!-- Specify the app entry point class. -->
  <entry-point class='com.tutorialspoint.client.HelloWorld' />

  <!-- Specify the paths for translatable code -->
  <source path='client' />
  <source path='shared' />
</module>
```

Following is the content of the modified Style Sheet file **war/HelloWorld.css**.

```

body{
    text-align: center;
    font-family: verdana, sans-serif;
}
h1{
    font-size: 2em;
    font-weight: bold;
    color: #777777;
    margin: 40px 0px 70px;
    text-align: center;
}

```

Following is the content of the modified HTML host file **war/HelloWorld.html**.

```

<html>
<head>
<title>Hello World</title>
    <link rel="stylesheet" href="HelloWorld.css"/>
    <script language="javascript" src="helloworld/helloworld.nocache.js">
    </script>
</head>
<body>

<h1>FocusPanel Widget Demonstration</h1>
<div ></div>

</body>
</html>

```

Let us have following content of Java file **src/com.tutorialspoint/HelloWorld.java** which will demonstrate use of FocusPanel widget.

```

package com.tutorialspoint.client;

import com.google.gwt.core.client.EntryPoint;
import com.google.gwt.user.client.ui.DecoratorPanel;
import com.google.gwt.user.client.ui.FocusPanel;
import com.google.gwt.user.client.ui.HTML;
import com.google.gwt.user.client.ui.RootPanel;

public class HelloWorld implements EntryPoint {

    public void onModuleLoad() {
        // Create text
        HTML contents = new HTML("This is a FocusPanel."
        +" Click on the panel and it will attain focus.");

        //create focus panel with content
        FocusPanel focusPanel = new FocusPanel(contents);
        focusPanel.setSize("400px", "100px");

        DecoratorPanel decoratorPanel = new DecoratorPanel();

        decoratorPanel.add(focusPanel);

        // Add the widgets to the root panel.
        RootPanel.get().add(decoratorPanel);
    }
}

```

Once you are ready with all the changes done, let us compile and run the application in development mode as we did in [GWT - Create Application](#) chapter. If everything is fine with your application, this will produce following result:



FocusPanel Widget Demonstration

This is a FocusPanel. Click on the panel and it will attain focus.

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