

SWING - ACTIONLISTENER INTERFACE

http://www.tutorialspoint.com/swing/swing_action_listener.htm

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

Interface declaration

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

```
public interface ActionListener
    extends EventListener
```

Interface methods

S.N.	Method & Description
1	void actionPerformed <i>ActionEvent</i> Invoked when an action occurs.

Methods inherited

This interface inherits methods from the following interfaces:

- `java.awt.EventListener`

ActionListener Example

Create the following java program using any editor of your choice in say **D:/ > SWING > com > tutorialspoint > gui >**

SwingListenerDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class SwingListenerDemo {
    private JFrame mainFrame;
    private JLabel headerLabel;
    private JLabel statusLabel;
    private JPanel controlPanel;

    public SwingListenerDemo(){
        prepareGUI();
    }

    public static void main(String[] args){
        SwingListenerDemo swingListenerDemo = new SwingListenerDemo();
        swingListenerDemo.showActionListenerDemo();
    }

    private void prepareGUI(){
        mainFrame = new JFrame("Java SWING Examples");
        mainFrame.setSize(400,400);
        mainFrame.setLayout(new GridLayout(3, 1));
```

```

headerLabel = new JLabel("", JLabel.CENTER );
statusLabel = new JLabel("", JLabel.CENTER);

statusLabel.setSize(350,100);
mainFrame.addWindowListener(new WindowAdapter() {
    public void windowClosing(WindowEvent windowEvent){
        System.exit(0);
    }
});
controlPanel = new JPanel();
controlPanel.setLayout(new FlowLayout());

mainFrame.add(headerLabel);
mainFrame.add(controlPanel);
mainFrame.add(statusLabel);
mainFrame.setVisible(true);
}

private void showActionListenerDemo(){
    headerLabel.setText("Listener in action: ActionListener");

    JPanel panel = new JPanel();
    panel.setBackground(Color.magenta);

    JButton okButton = new JButton("OK");

    okButton.addActionListener(new CustomActionListener());
    panel.add(okButton);
    controlPanel.add(panel);
    mainFrame.setVisible(true);
}

class CustomActionListener implements ActionListener{
    public void actionPerformed(ActionEvent e) {
        statusLabel.setText("Ok Button Clicked.");
    }
}
}

```

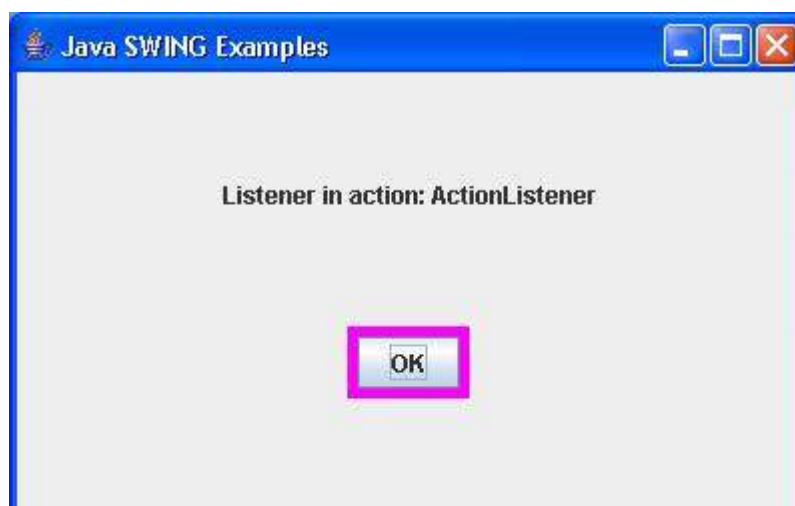
Compile the program using command prompt. Go to **D:/ > SWING** and type the following command.

```
D:\SWING>javac com\tutorialspoint\gui\SwingListenerDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\SWING>java com.tutorialspoint.gui.SwingListenerDemo
```

Verify the following output



Ok Button Clicked.

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