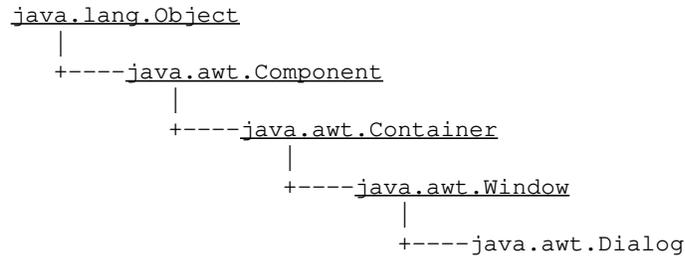


# Class `java.awt.Dialog`



public class **Dialog**  
extends [Window](#)

A class that produces a dialog--a window that takes input from the user. The default layout for a dialog is BorderLayout.

**Version:**

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- o **Dialog**(Frame, boolean)  
Constructs an initially invisible Dialog.
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Constructs an initially invisible Dialog with a title.

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Gets the title of the Dialog.
- o **isModal**()  
Returns true if the Dialog is modal.
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Returns true if the user can resize the frame.

o **paramString()**

Returns the parameter String of this Dialog.

o **setResizable(boolean)**

Sets the resizable flag.

o **setTitle(String)**

Sets the title of the Dialog.

## Constructors

o **Dialog**

```
public Dialog(Frame parent,  
              boolean modal)
```

Constructs an initially invisible Dialog. A modal Dialog grabs all the input from the user.

**Parameters:**

parent – the owner of the dialog

modal – if true, dialog blocks input to other windows when shown

**See Also:**

[resize](#), [show](#)

o **Dialog**

```
public Dialog(Frame parent,  
              String title,  
              boolean modal)
```

Constructs an initially invisible Dialog with a title. A modal Dialog grabs all the input from the user.

**Parameters:**

parent – the owner of the dialog

title – the title of the dialog

modal – if true, dialog blocks input to other windows when shown

**See Also:**

[resize](#), [show](#)

## Methods

o **addNotify**

```
public synchronized void addNotify()
```

Creates the frame's peer. The peer allows us to change the appearance of the fram without changing its functionality.

**Overrides:**

[addNotify](#) in class [Window](#)

## o **isModal**

```
public boolean isModal()
```

Returns true if the Dialog is modal. A modal Dialog grabs all the input from the user.

## o **getTitle**

```
public String getTitle()
```

Gets the title of the Dialog.

**See Also:**

setTitle

## o **setTitle**

```
public void setTitle(String title)
```

Sets the title of the Dialog.

**Parameters:**

title – the new title being given to the Dialog

**See Also:**

getTitle

## o **isResizable**

```
public boolean isResizable()
```

Returns true if the user can resize the frame.

## o **setResizable**

```
public void setResizable(boolean resizable)
```

Sets the resizable flag.

**Parameters:**

resizable – true if resizable; false otherwise

## o **paramString**

```
protected String paramString()
```

Returns the parameter String of this Dialog.

**Overrides:**

paramString in class Container

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