Class java.awt.Toolkit

```
java.lang.Object
   |
   +----java.awt.Toolkit
```

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public class **Toolkit**
extends Object

An AWT toolkit. It is used to bind the abstract AWT classes to a particular native toolkit implementation.

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Constructor Index

o **Toolkit**()

Method Index

o **createButton**(Button)
Uses the specified Peer interface to create a new Button.
o **createCanvas**(Canvas)
Uses the specified Peer interface to create a new Canvas.
o **createCheckbox**(Checkbox)
Uses the specified Peer interface to create a new Checkbox.
o **createCheckboxMenuItem**(CheckboxMenuItem)
Uses the specified Peer interface to create a new CheckboxMenuItem.
o **createChoice**(Choice)
Uses the specified Peer interface to create a new Choice.
o **createDialog**(Dialog)
Uses the specified Peer interface to create a new Dialog.
o **createFileDialog**(FileDialog)
Uses the specified Peer interface to create a new FileDialog.

o **createFrame**(Frame)
Uses the specified Peer interface to create a new Frame.
o **createImage**(ImageProducer)
Creates an image with the specified image producer.
o **createLabel**(Label)
Uses the specified Peer interface to create a new Label.
o **createList**(List)
Uses the specified Peer interface to create a new List.
o **createMenu**(Menu)
Uses the specified Peer interface to create a new Menu.
o **createMenuBar**(MenuBar)
Uses the specified Peer interface to create a new MenuBar.
o **createMenuItem**(MenuItem)
Uses the specified Peer interface to create a new MenuItem.
o **createPanel**(Panel)
Uses the specified Peer interface to create a new Panel.
o **createScrollbar**(Scrollbar)
Uses the specified Peer interface to create a new Scrollbar.
o **createTextArea**(TextArea)
Uses the specified Peer interface to create a new TextArea.
o **createTextField**(TextField)
Uses the specified Peer interface to create a new TextField.
o **createWindow**(Window)
Uses the specified Peer interface to create a new Window.
o **getDefaultToolkit**()
Returns the default toolkit.
o **getFontList**()
Returns the names of the available fonts.
o **getScreenResolution**()
Returns the screen resolution in dots−per−inch.
o **getScreenSize**()
Gets the size of the screen.
o **sync**()
Syncs the graphics state, which is useful when doing animation.

Constructors

o **Toolkit**

```
public Toolkit()
```

Methods

o **createButton**

```
protected abstract ButtonPeer createButton(Button target)
```

Uses the specified Peer interface to create a new Button.

Parameters:
target – the Button to be created

o **createTextField**

```
protected abstract TextFieldPeer createTextField(TextField target)
```

Uses the specified Peer interface to create a new TextField.
Parameters:
target – the TextField to be created

o **createLabel**

```
protected abstract LabelPeer createLabel(Label target)
```

Uses the specified Peer interface to create a new Label.
Parameters:
target – the Label to be created

o **createList**

```
protected abstract ListPeer createList(List target)
```

Uses the specified Peer interface to create a new List.
Parameters:
target – the List to be created

o **createCheckbox**

```
protected abstract CheckboxPeer createCheckbox(Checkbox target)
```

Uses the specified Peer interface to create a new Checkbox.
Parameters:
target – the Checkbox to be created

o **createScrollbar**

```
protected abstract ScrollbarPeer createScrollbar(Scrollbar target)
```

Uses the specified Peer interface to create a new Scrollbar.
Parameters:
target – the Scrollbar to be created

o **createTextArea**

```
protected abstract TextAreaPeer createTextArea(TextArea target)
```

Uses the specified Peer interface to create a new TextArea.
Parameters:

target – the TextArea to be created

o **createChoice**

```
protected abstract ChoicePeer createChoice(Choice target)
```

Uses the specified Peer interface to create a new Choice.
Parameters:
target – the Choice to be created

o **createFrame**

```
protected abstract FramePeer createFrame(Frame target)
```

Uses the specified Peer interface to create a new Frame.
Parameters:
target – the Frame to be created

o **createCanvas**

```
protected abstract CanvasPeer createCanvas(Canvas target)
```

Uses the specified Peer interface to create a new Canvas.
Parameters:
target – the Canvas to be created

o **createPanel**

```
protected abstract PanelPeer createPanel(Panel target)
```

Uses the specified Peer interface to create a new Panel.
Parameters:
target – the Panel to be created

o **createWindow**

```
protected abstract WindowPeer createWindow(Window target)
```

Uses the specified Peer interface to create a new Window.
Parameters:
target – the Window to be created

o **createDialog**

```
protected abstract DialogPeer createDialog(Dialog target)
```

Uses the specified Peer interface to create a new Dialog.
Parameters:
target – the Dialog to be created

o **createMenuBar**

```
protected abstract MenuBarPeer createMenuBar(MenuBar target)
```

Uses the specified Peer interface to create a new MenuBar.
Parameters:
target – the MenuBar to be created

o **createMenu**

```
protected abstract MenuPeer createMenu(Menu target)
```

Uses the specified Peer interface to create a new Menu.
Parameters:
target – the Menu to be created

o **createMenuItem**

```
protected abstract MenuItemPeer createMenuItem(MenuItem target)
```

Uses the specified Peer interface to create a new MenuItem.
Parameters:
target – the MenuItem to be created

o **createFileDialog**

```
protected abstract FileDialogPeer createFileDialog(FileDialog target)
```

Uses the specified Peer interface to create a new FileDialog.
Parameters:
target – the FileDialog to be created

o **createCheckboxMenuItem**

```
protected abstract CheckboxMenuItemPeer createCheckboxMenuItem(CheckboxMenuItem target)
```

Uses the specified Peer interface to create a new CheckboxMenuItem.
Parameters:
target – the CheckboxMenuItem to be created

o **getScreenSize**

```
public abstract Dimension getScreenSize()
```

Gets the size of the screen.

o **getScreenResolution**

```
public abstract int getScreenResolution()
```

Returns the screen resolution in dots−per−inch.

o **getFontList**

```
public abstract String[] getFontList()
```

Returns the names of the available fonts.

o **sync**

```
public abstract void sync()
```

Syncs the graphics state, which is useful when doing animation.

o **getDefaultToolkit**

```
public static synchronized Toolkit getDefaultToolkit()
```

Returns the default toolkit. This is controlled by the "awt.toolkit" property.
Throws: ClassNotFoundException
If the toolkit is not found.
Throws: InstantiationException
If the toolkit could not be instantiated.

o **createImage**

```
public abstract Image createImage(ImageProducer producer)
```

Creates an image with the specified image producer.
Parameters:
producer − the image producer to be used