```
implements ListSelectionListener, awtList {
    private JList listWindow;
    private JListData listContents;

    public JawtList (int rows) {
        listContents = new Jlistdata();
        listWindow = new JList (listContents);
        listWindow.setPrototypeCellValue("Abcdefg Hijkmnop");
        getViewport().add(listWindow);
    }
//-----------------------------------------------------
    public void add(String s) {
        listContents.addElement(s);
    }
//-----------------------------------------------------
    public void remove(String s) {
        listContents.removeElement(s);
    }
//-----------------------------------------------------
    public String[] getSelectedItems() {
        Object[] obj = listWindow.getSelectedValues();
        String[] s   = new String[obj.length];
        for (int i   = 0; i < obj.length; i++)
            s[i] = obj[i].toString();
        return s;
    }
//-----------------------------------------------------
    public void valueChanged(ListSelectionEvent e) {
    }
}
```

Note, however, that the actual data handling takes place in the JListData class. This class is derived from the AbstractListModel, which defines the methods listed in the following table:

Method	Purpose
`addListDataListener(l)`	Adds a listener for changes in the data.
`removeListDataListener(l)`	Removes a listener.
`fireContentsChanged(obj,min,max)`	Tells the JList window to redraw. Calls this after any change occurs between the two indexes min and max.
`fireIntervalAdded(obj,min,max)`	Tells the JList window to redraw. Calls this after any data have been added between min and max.