

## Exercise 6: Events

CS 116

Oct. 9, 2002

1. Take a look at the file `Lesson6.java` from the web page. When you try it out, you will want to run the applet using a web browser so you can see the Java console. The Java console can be made visible in IE by selecting it under the View menu. (If it's not a choice under the View menu, open the Tools menu and choose Internet Options. Under Internet Options, select the Advanced tab. Scroll through the Settings list until you come to Microsoft VM and enable the Java Console. Save the change, exit the browser, and re-start the browser. Then, enable the Java console as before.)

Locate the code in the applet that creates and registers a listener for the button pushes.

2. Change the code so that the applet listens to its action events rather than creating a new class to do this. (You will want to use the keyword `this`.)
3. Change the code so that there are now two buttons and a label and the applet prints a different message depending on which button is pushed. (To do this you need to change the `actionPerformed` method so that it checks the `ActionEvent e` to determine which button produced the event. Look up the `getSource()` method for the `ActionEvent` class. This should return the `Object` which produced the action. )
4. Modify the applet so that it is also a "MouseListener". Look up the `MouseListener` interface in your documentation and see if you can make the applet print a message every time you click the mouse. The source of the events will be the applet so be sure you register this!