

Events

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1 Administrivia

Announcements

Lab 5 write-up and code due Friday. Postlab due Monday.

Assignment

Prepare for Lab 6.

From Last Time

Last Lab 5 in-class day.

Outline

1. Introduction to events.
2. Exercise.

Coming Up

Lab 6.

2 Introduction to Events

1. Every mouse move, click, keystroke, button push, etc. generates an event.
2. Any component can be the source of an event.
3. Any class can be a listener for an event by using the appropriate interface. So a class that “listens” for button pushes would use the ActionListener interface.
4. A class is registered with the source as the one which is listening for a particular type of event.

3 Exercise