Exercise 01: Event-Driven Programming Principals, Characteristics and Features

Create a report documenting and explaining the principles, characteristics and features of event-driven programming. Your report must display a deep understanding of the principles, characteristics and features of Event-Driven Programming. Ensure that your report is between 750 and 1,000 words.

As a guide, cover the following topics in your report.

What is event-driven programming?

What can raise an event?

- System
- User
- Other

Briefly discuss each of these event groups and list a minimum of three events in each group:

- Components
- Hardware
- Keyboard
- Mouse
- Sensor
- System
- Touchscreen
- Windows

How are events handled? How do events work? How are they generated?

Discuss the following:

- Hardware Interrupts
- Polling
- Event Dispatcher
- Event listener
- Event handler (callback)

Conclude your report with:

- What type of applications benefit from event-driven programming?
- And what type of applications are not suited to event-driven programming?
- List at least five modern programming languages that support event-driven programming

Word Count:

- The word count must not be less than 750 words and must not be greater than 1000 words
- In calculating the word count of your response, headings for tables, labels on diagrams, embedded references and the reference list are to be excluded. In-text references, the content of tables and appendices are to be included in the word length
- Include the word count of your report at the end of your report