# Easy Event-Handling: Demos       v.3

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This is the BankView panel, listing 6

It illustrates an ETextArea and the use of an object class as the model

This is the GuessNumberGame panel, listing 7

It illustrates an ETimer that changes 50 times per second, and game logic

This is the DiceThrow panel, listing 8

It illustrates ETimers changing 8 times per second, random numbers, and simple animation