This **EasyEvents** material is suitable as a supplement to any CS 1 Java textbook, starting only a few weeks into the semester. Students learn to do GUI programming using event-handlers such as buttons and textfields. The special library of **E-objects**  furnished here makes their use as simple and easy as possible. The instructional material gives a quick but adequate explanation of all but the most basic Java language features, which makes it independent of the particular CS 1 textbook used. It should even be adequate by itself for most students who have completed a full CS 1 course in another programming language.

[Click here](http://docs.google.com/EasyEvents_A.html) to start the tutorial on E-object classes.

The downloadable  [zipped folder](http://docs.google.com/EasyEvents.zip) fits easily onto a floppy disk, less than 600K. If all you want is the .html files and the E-object library .java and .class files, [click here](http://docs.google.com/EEessentials.zip) for the zipped folder of only 29 files.

All of the material is accessible over the internet from my server. Individual users should feel free to study it on-line. For extended study, **it would save me bandwidth if you downloaded the zipped folder and unzipped it on your own machine.** As long as you put any programs that use these E-objects in the same folder as the E-object .class files, you should have no trouble compiling your programs.

If you are a teacher of CS 1, then after a few weeks or a few months of having your students use these E-object classes, you will find it highly manageable to switch your students to the use of Sun's standard javax.swing library. I believe this is the best way for students to come to a thorough understanding of the javax.swing library. They can easily remember what is the nonstandard stuff, since it all starts with E (EField, EButton, etc.).

Feel free to email me any suggestions for improvements, requests for clarifications, or appreciative notes, at jonesw@ccsu.edu.

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List of the 103 files in the full zipped folder: this index plus

* 10 .html files (the main instructional material),
* 9 .java files for the E-object library,
* 10 .class files for the E-object library, and
* 16 .java files for the 8 sample programs,
* 50 .class files for the 8 sample programs.
* 7 .jpg and .gif files for the 8 sample programs to use,