



Department of ECE

Subject : OOPS USING JAVA

Subject code:200E0501

Class: III YEAR I SEM

Unit:V

Delegate event model:

- A kind of approach based on delegate event model which is generalized with consistent of process of events.
- All process of events must separate the pieces of code.
- If a delegate event model it registers a listener which receives the notification only to listener then it will receive indications.

EVENT:

- Event describes a specific program and it is also a part of delegate. But it generate the conceptual users which will interact “ graphical user inter face (GUI)”.
- If an event occurs means it does not cause directly in a program, hence it will change the program and it happens a properties as timer, elapse, counter close means a directions, software and hardware failures and also operation completed.

Event Source:

- An event source is also a part of delegate but it describes the object.
- The internal state of an event source of an object is more the one type.
- If an event source must register the listener the it occupies more than one type.
- All even sources must own whole registers methods.
- The general form of event source as follows

Public void add type listener (type listener(el));

- In the above general form type defines name of the event and “el” defines even listeners
- Suppose we need to add keyword listeners means and it represents add key listeners.

Event Listeners:

- An event listener also a part of delegate and it also describes the objects through packages,
- An event listener defines two specifications the first specification represents to receive and process the methods of events. The second specification represents to receive the methods not for events.
- Once the process and receive the methods of events is occurs and it follows a set of interfaces through a packages named as

Import java.awt.event;

Inner class:

- A inner class defines a class with another class that class will define with another class will define another expression to demonstrate a inner class as follows
- Ex:-

```
import java.awt.event;  
import java.applet;  
<applet name="inner class demo" width="200" height="100">  
</applet>  
public class innerclassdemo extends applet{  
    public void init(){  
        add mouselistener(new mymouselistener) ;  
        public class mouse listener extends my mouselistner{  
            public void mousepress(mouseevent me)  
            {  
                shows status(mousepress);  
            }  
        }  
    }  
}
```

Output:

