Level 1 - Checkpoint 3

1. **Name 4 JComponents used in the GUI shown.**

   Textfield, button, frame, panel

2. **What would be the best type of listener you could use, to tell when...**

   The mouse was moved

   getX, getY

3. **What would be the best type of listener you could use, to tell when...**

   A button was clicked

   actionlistener

4. **What would be the best type of listener you could use, to tell when...**

   An image was clicked

   mouselistener

5. **What would be the best type of listener you could use, to tell when...**

   Any key was pressed

   keylistener

6. **Given the listeners that you put in the answers above, what is the name of the method that will be called when...**

   A letter is typed? _____

   keyPressed

7. **Given the listeners that you put in the answers above, what is the name of the method that will be called when...**

   A button is clicked?

   actionPermormed

8. Given the listeners that you put in the answers above, what is the name of the method that will be called when...

A mouse is clicked?

mousePressed

9. Copy and paste the code below, then replace the _____ with code to add listeners to the components:

JButton amazingButton = new JButton();

_____

JFrame myFrame = new JFrame();

_____

JButton amazingButton = new JButton();
amazingButton.add(ActionListener);
JFrame myFrame = new JFrame();
myframe.add(ActionListener);