

### EXEMPLE 1 (Gestion des événements)

#### Utilisation de classe anonyme

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JPanel;
import javax.swing.SwingUtilities;

public class Example extends JFrame {
    public Example() {
        initUI();
    }
    public final void initUI() {
        JPanel panel = new JPanel();
        add(panel);
        panel.setLayout(null);

        JButton quitButton = new JButton("Quit");
        quitButton.setBounds(50, 60, 80, 30);

        quitButton.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent event) {
                System.exit(0);
            }
        });

        panel.add(quitButton);
        setTitle("Quit button");
        setSize(300, 200);
        setLocationRelativeTo(null);
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }

    public static void main(String[] args) {
        Example ex = new Example();
        ex.setVisible(true);
    }
}
```

### EXEMPLE 2 (Evénements)

#### Utilisation d'une classe qui hérite de JFrame et implémente l'interface de gestion des événements

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class evenement extends JFrame implements ActionListener {
    JButton button1 = new JButton("Button1");
    JButton button2 = new JButton("Button2");
    JLabel lab1 = new JLabel("lab1");
    public evenement() {
        initUI();
    }
    public final void initUI() {
        button1.setBounds(50, 60, 100, 30);
        button2.setBounds(180, 60, 100, 30);
        lab1.setBounds(80, 120, 100, 30);
        setLayout(null);
        add(button1);
        add(button2);
        add(lab1);
        button1.addActionListener(this);
        button2.addActionListener(this);
        setSize(300, 200);
        setLocationRelativeTo(null);
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == button1 )
        { System.out.println("But 1!");
          lab1.setText("Clic: " + e.getActionCommand());
        }
        else if (e.getSource() == button2 )
        { // (e.getActionCommand().equals("Button2"))
          System.out.println("But 2!");
          lab1.setText("Clic: " + e.getActionCommand());
        }
    }

    public static void main(String[] args) {
        evenement evt = new evenement();
        evt.setVisible(true);
    }
}
```