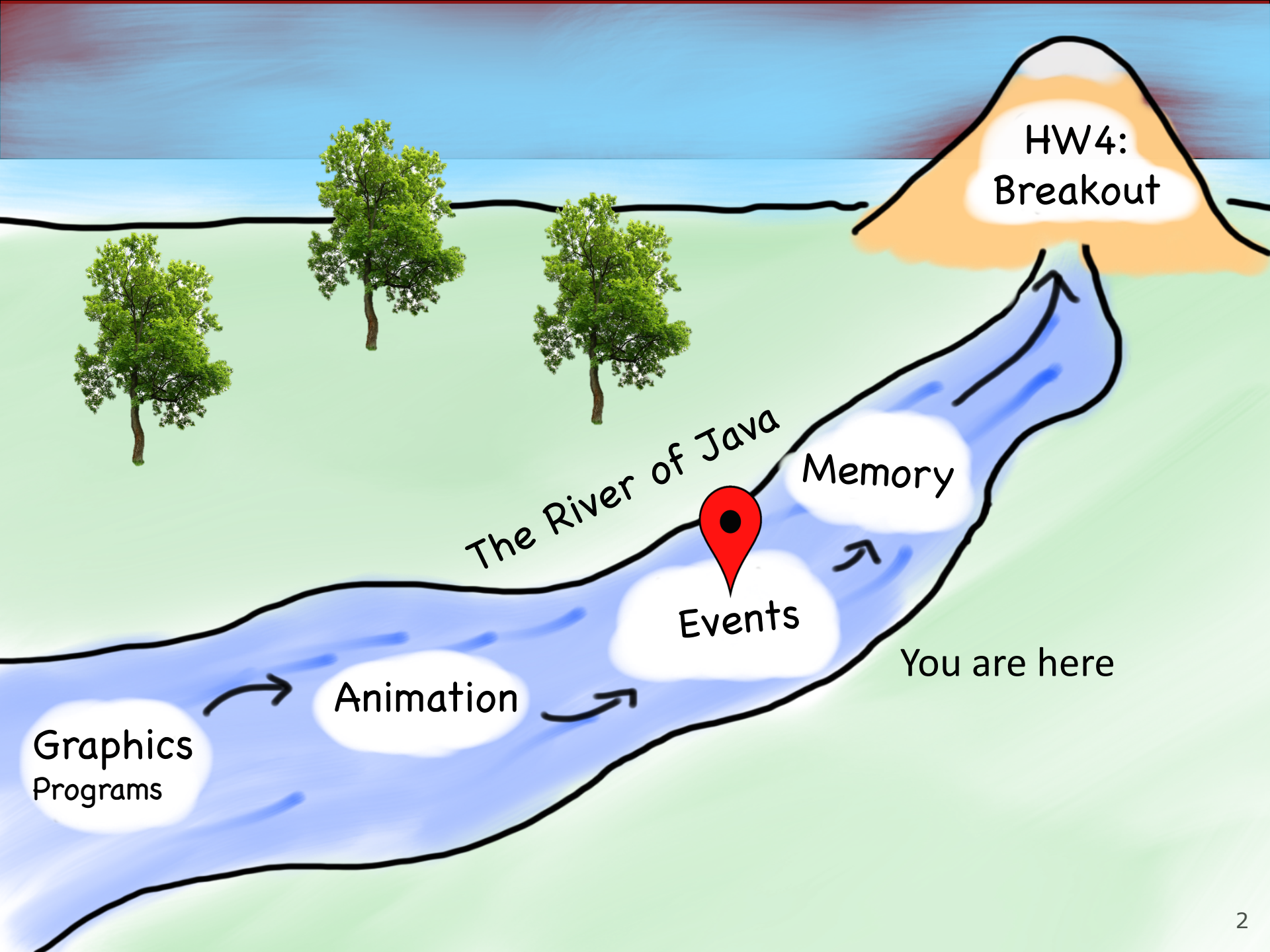


CS 106A, Lecture 14

Instance Variables and Events

Reading:

Art & Science of Java, Ch. 10.1-10.4



Learning Goals

- Be able to respond to mouse events in **GraphicsPrograms**
- Be able to use *instance variables* to store information outside of methods



Plan for today

- Announcements
- Review: Animation
- Null
- Event-driven programming
- Instance Variables

Null

- **null**: A special constant value meaning, "no object."
 - getElementAt returns null if no object is at that position.
 - You can check for null using the == and != operators.

```
GObject mole = getElementAt(x, y);  
if (mole != null) {  
    remove(mole);  
}
```

Events

- Program launches

Events

- Program launches
- Mouse motion
- Mouse clicking
- Keyboard keys pressed
- Device rotated
- Device moved
- GPS location changed
- and more...

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```
public void run() {  
    // Java runs this when program launches  
}
```

Events

```
public void run() {  
    // Java runs this when program launches  
}  
  
public void mouseClicked(MouseEvent event) {  
    // Java runs this when mouse is clicked  
}
```

Events

```
public void run() {  
    // Java runs this when program launches  
}  
  
public void mouseClicked(MouseEvent event) {  
    // Java runs this when mouse is clicked  
}  
  
public void mouseMoved(MouseEvent event) {  
    // Java runs this when mouse is moved  
}
```

Example: ClickForFace

```
import acm.program.*;
import acm.graphics.*;
import java.awt.*;
import java.awt.event.*;    // NEW

public class ClickForFace extends GraphicsProgram {

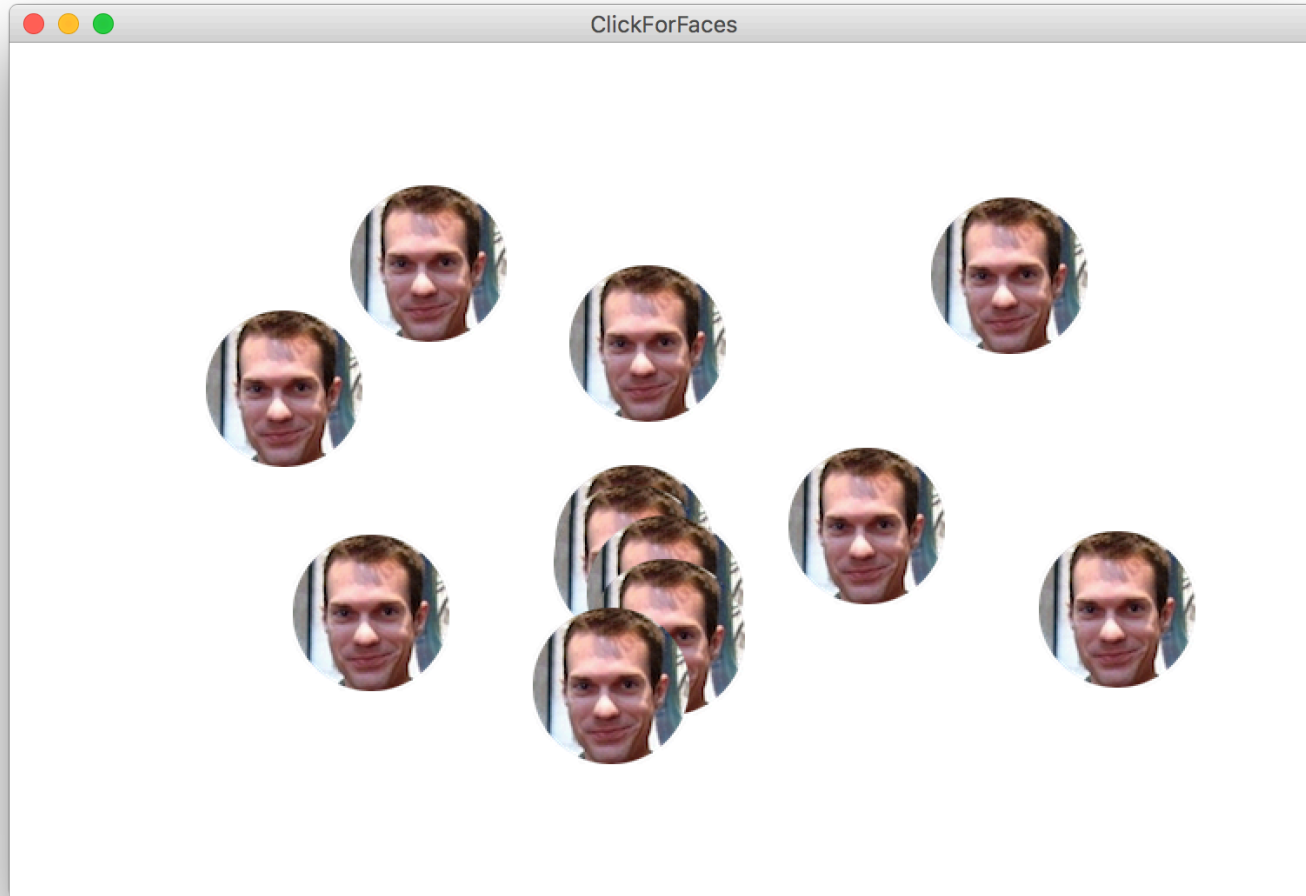
    // Add a face at 50, 50 on mouse click
    public void mouseClicked(MouseEvent event) {
        GImage face = new GImage("res/martyFace.png",
            50, 50);
        add(face);
    }
}
```

MouseEvent objects

- A MouseEvent contains information about the event that just occurred:

Method	Description
<code>e.getX()</code>	the x-coordinate of mouse cursor in the window
<code>e.getY()</code>	the y-coordinate of mouse cursor in the window

Example: ClickForFaces



Example: ClickForFaces

```
public class ClickForFaces extends GraphicsProgram {  
  
    // Add a face at where the user clicks  
    public void mouseClicked(MouseEvent event) {  
        // Get information about the event  
        double mouseX = event.getX();  
        double mouseY = event.getY();  
  
        // Add a face at the mouse location  
        GImage face = new GImage("res/martyFace.png",  
                                mouseX, mouseY);  
        add(face);  
    }  
}
```

Example: ClickForFaces

```
public class ClickForFaces extends GraphicsProgram {  
  
    // Add a face at where the user clicks  
    public void mouseClicked(MouseEvent event) {  
        // Get information about the event  
        double mouseX = event.getX();  
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        // Add a face at the mouse location  
        GImage face = new GImage("res/martyFace.png",  
            mouseX, mouseY);  
        add(face);  
    }  
}
```


Event methods

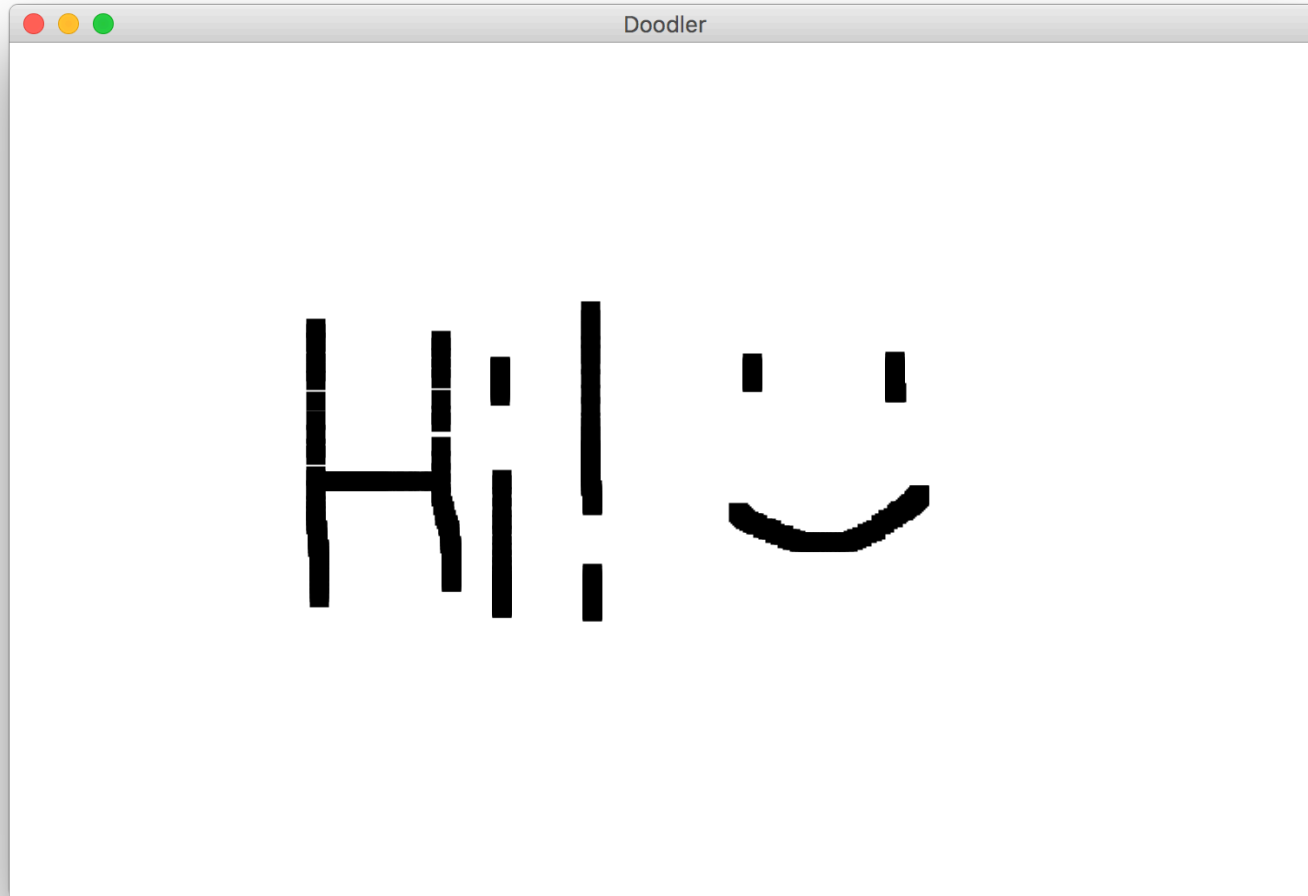
- There are many different types of mouse events.

- Each takes the form:

- ```
public void eventMethodName(MouseEvent event) { ...
```

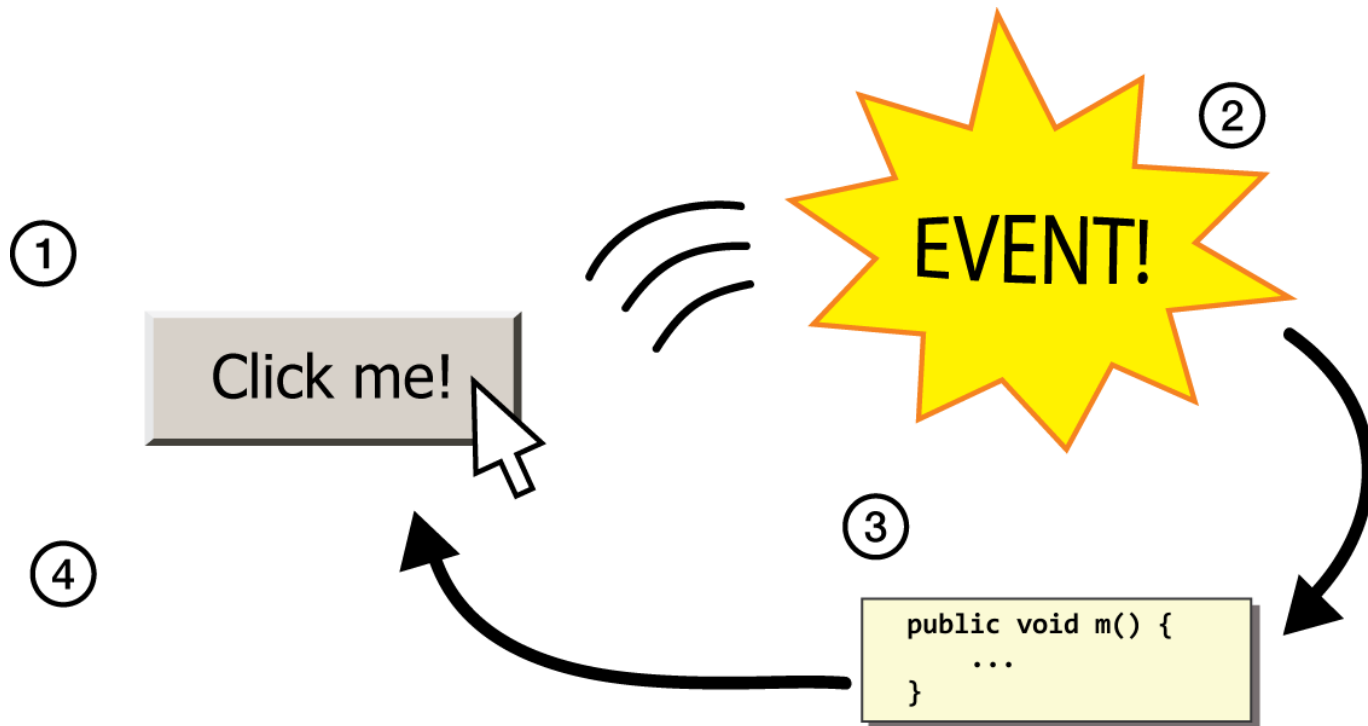
| Method        | Description                                  |
|---------------|----------------------------------------------|
| mouseMoved    | mouse cursor moves                           |
| mouseDragged  | mouse cursor moves while button is held down |
| mousePressed  | mouse button is pressed down                 |
| mouseReleased | mouse button is lifted up                    |
| mouseClicked  | mouse button is pressed and then released    |
| mouseEntered  | mouse cursor enters your program's window    |
| mouseExited   | mouse cursor leaves your program's window    |

# Example: Doodler



# The event cycle

- 1) User performs some action, like moving / clicking the mouse.
- 2) This causes an event to occur.
- 3) Java executes a particular method to handle that event.
- 4) The method's code updates the screen appearance in some way.



# Revisiting Doodler

```
public void mouseDragged(MouseEvent event) {
 double mouseX = event.getX();
 double mouseY = event.getY();
 double rectX = mouseX - SIZE / 2.0;
 double rectY = mouseY - SIZE / 2.0;
 GRect rect = new GRect(rectX, rectY, SIZE,
 SIZE);
 rect.setFilled(true);
 add(rect);
}
```

What if we wanted the *same* GRect to track the mouse, instead of making a new one each time?

# Plan for today

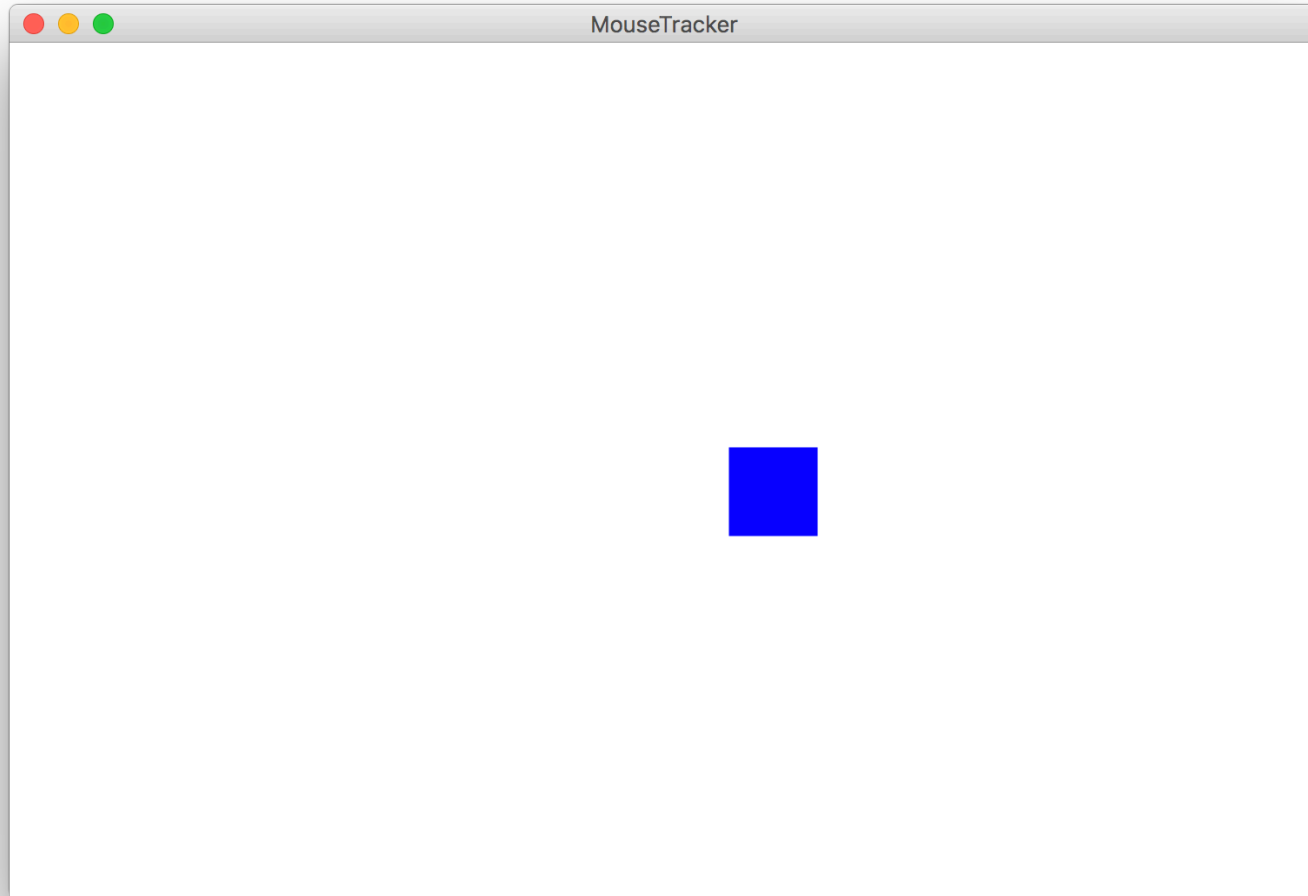
- Graphics review
- Event-driven programming
- Announcements
- **Fields**

# Instance Variables

`private type name; // declared outside of any method`

- **Instance variable:** A variable that lives outside of any method.
  - The *scope* of an instance variable is throughout an entire file (class).
  - Useful for data that must persist throughout the program, or that cannot be stored as local variables or parameters (event handlers).
  - *Overuse of instance variables:* Because they have a large scope, it is considered bad style to use too many instance variables, or to make something an instance variable that could instead be a local variable, parameter, return, etc.
    - **DO NOT USE INSTANCE VARIABLES ON HANGMAN!!**

# Example: MouseTracker



# Putting it all together





# Whack-A-Mole

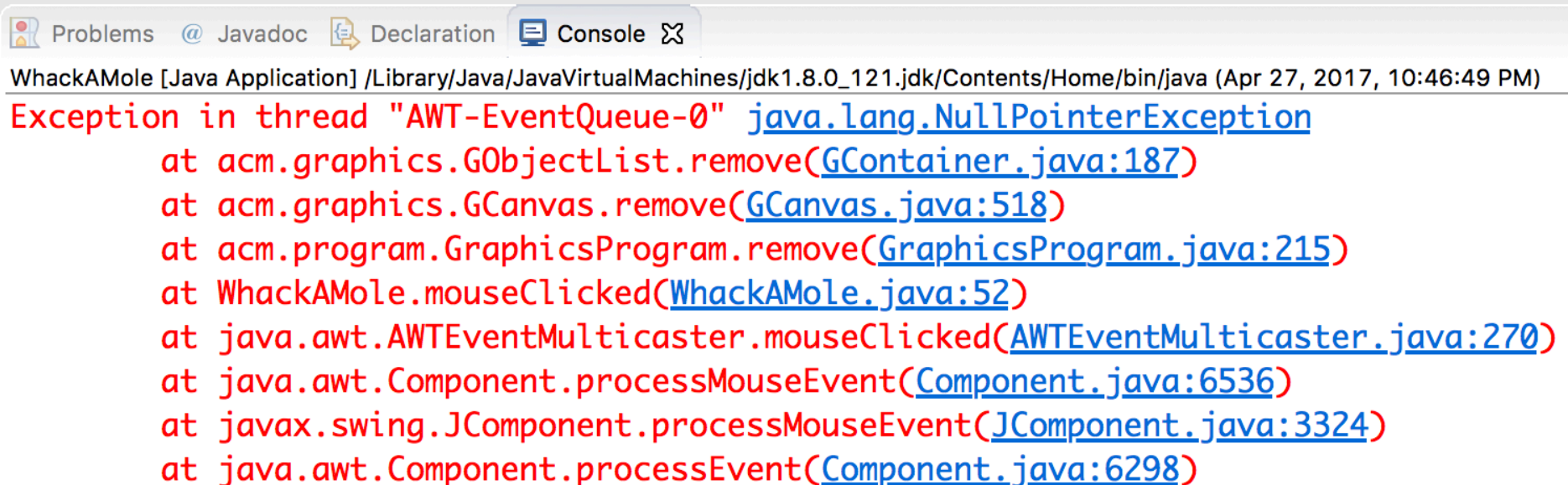
Let's use instance variables and mouse events to make Whack-A-Mole!

- A mole should appear every second at a random location
- If the user clicks a mole, remove it and increase their score by 1
- There should be a GLabel in the left corner showing their score



# Exception

- If the user clicks an area with no mole, the program crashes.
  - A program crash in Java is called an **exception**.
  - When you get an exception, Eclipse shows red error text.
  - The error text shows the line number where the error occurred.
  - Why did this error happen?
  - How can we avoid this?



The screenshot shows the Eclipse IDE's Console window. The title bar includes tabs for Problems, Javadoc, Declaration, and Console. The console output shows a red error message: "Exception in thread 'AWT-EventQueue-0' java.lang.NullPointerException". Below this, a stack trace is displayed in red text, listing the sequence of method calls that led to the exception, with file names and line numbers underlined in blue.

```
WhackAMole [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_121.jdk/Contents/Home/bin/java (Apr 27, 2017, 10:46:49 PM)
Exception in thread "AWT-EventQueue-0" java.lang.NullPointerException
 at acm.graphics.GObjectList.remove(GContainer.java:187)
 at acm.graphics.GCanvas.remove(GCanvas.java:518)
 at acm.program.GraphicsProgram.remove(GraphicsProgram.java:215)
 at WhackAMole.mouseClicked(WhackAMole.java:52)
 at java.awt.AWTEventMulticaster.mouseClicked(AWTEventMulticaster.java:270)
 at java.awt.Component.processMouseEvent(Component.java:6536)
 at javax.swing.JComponent.processMouseEvent(JComponent.java:3324)
 at java.awt.Component.processEvent(Component.java:6298)
```