Event Handling

Event:-

* Changing the state of an object is known as an event
* For example, click on button, dragging mouse, minimizing, mouse over on component etc

Java.awt.event:-

The java.awt.event package provides many event classes and Listener interfaces for event handling

Event Handling:-

Event handling is to make java code ready to respond any particular event.

Prototype of ActionListener:-

Public void addActionListener(ActionListener actionlistener)

Method Interface

Ex:-

Class X implements ActionListener

{

}

X ob=new X();

Button.addActionListener(ob);

Interface ActionListener has a method it’s actionPerformrd() we need to override the method

Prototype of actionPerformed():-

Public void actionPerformed(ActonEvent e)

{

}

Here, ActionEvent is predefine class & e is reference of ActionEvent class