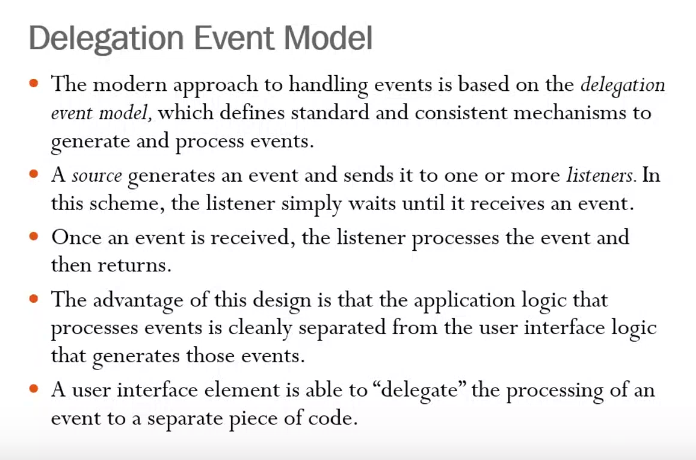
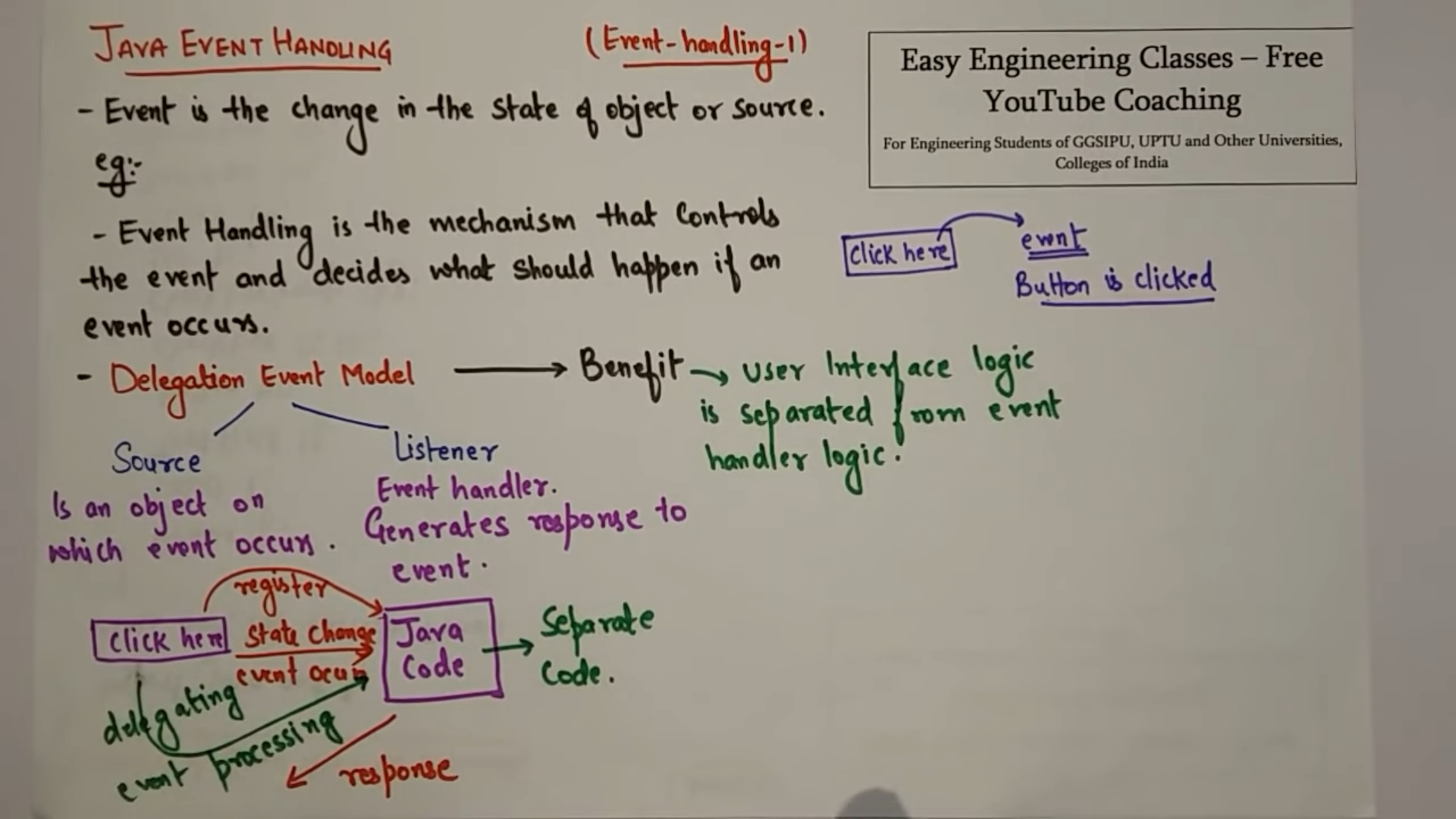
# **Delegation Event Model**





# **Event**

Event Source 🡪 an object that generates an event. When-ever an event is generated, source must provide the occurred event info to the listener by registering the control with the corresponding listener.

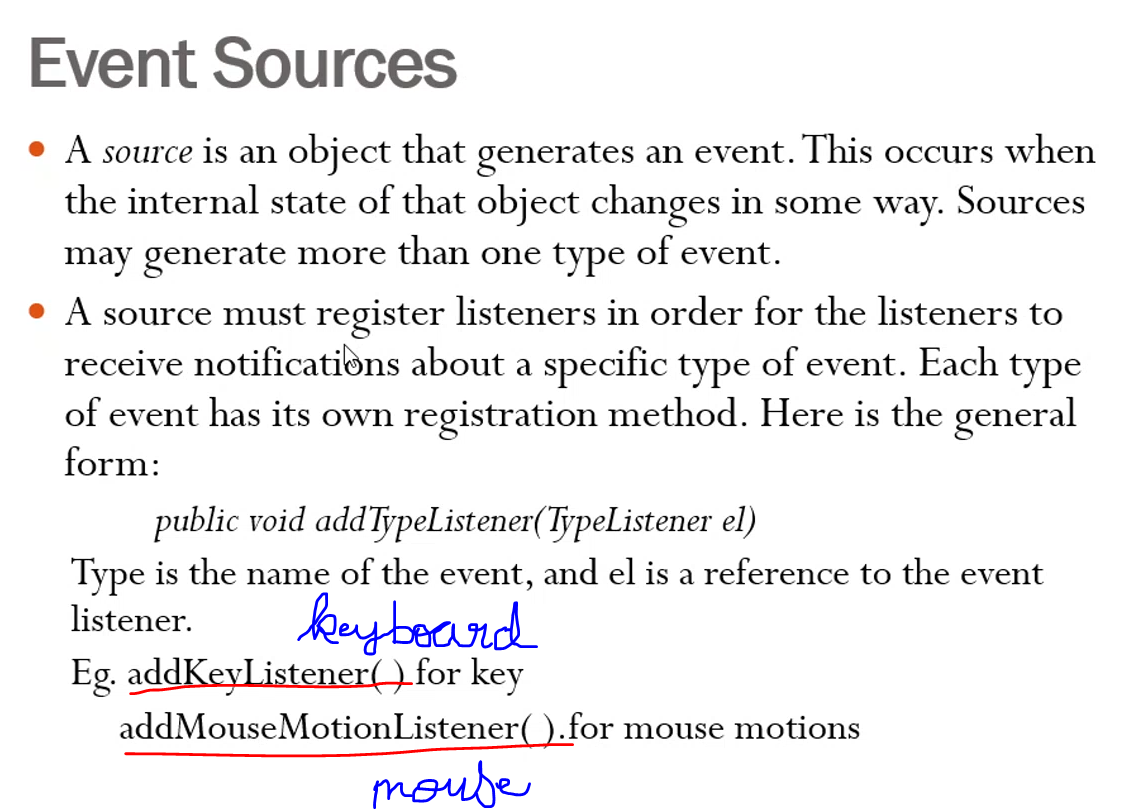
Object.addTypeListener(this);  
public void addTypeListener (TypeListener this) { }

Event Listener 🡪

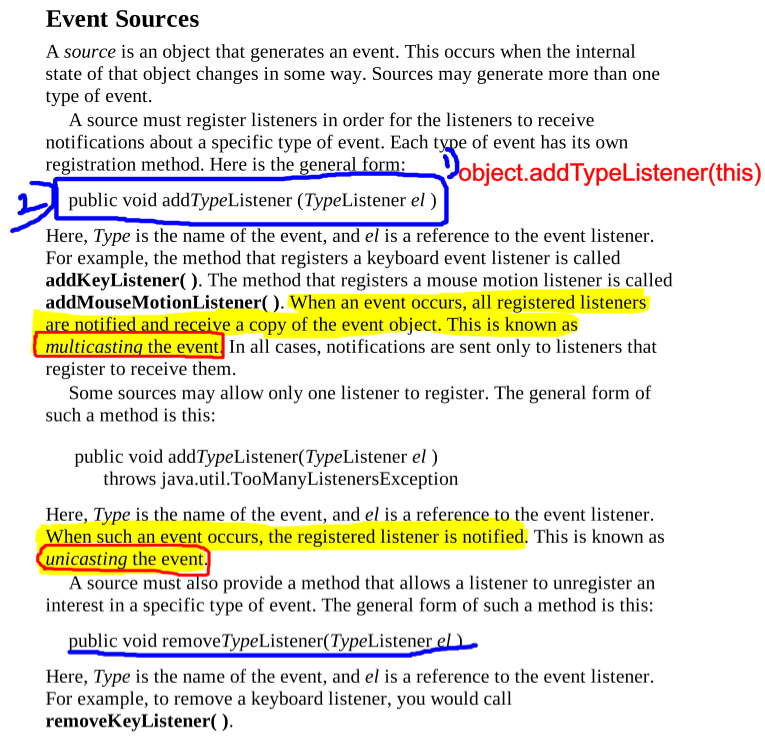
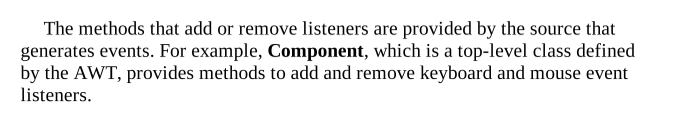
Implementing the ActionListener interface  
public void actionPerformance (ActionEvent ac) { }

Event classes 🡪

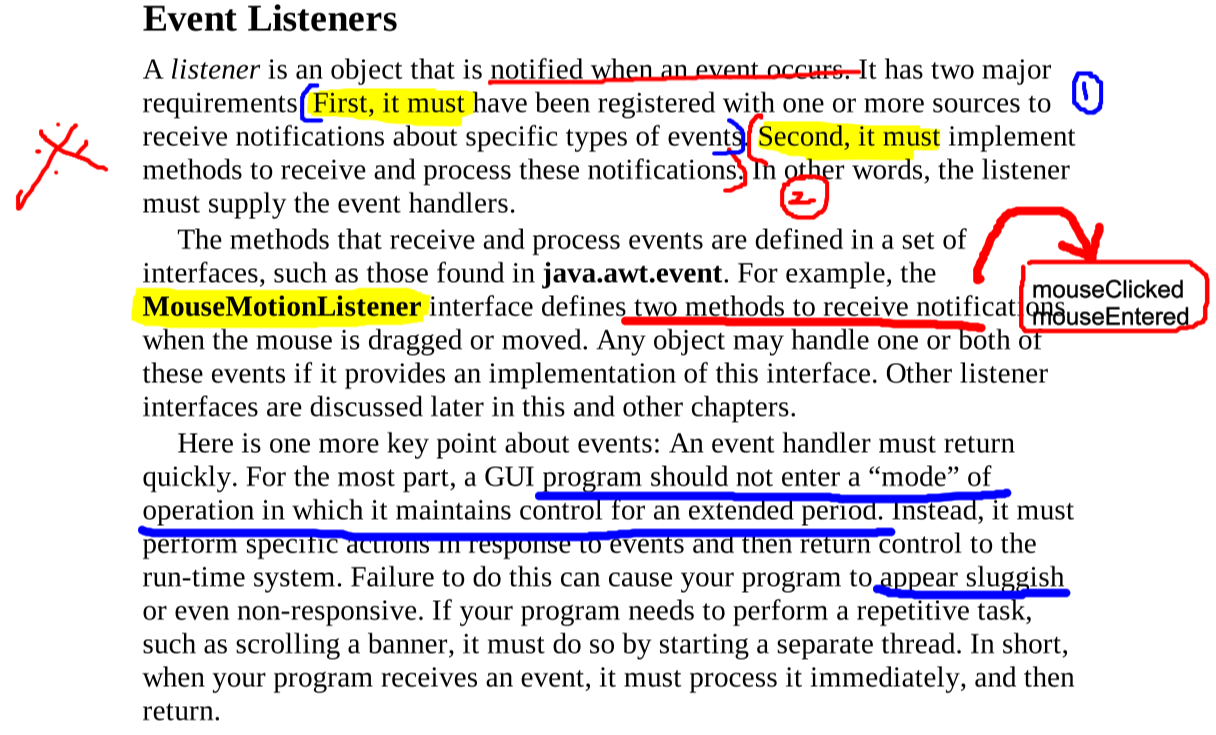
# **Event Sources**



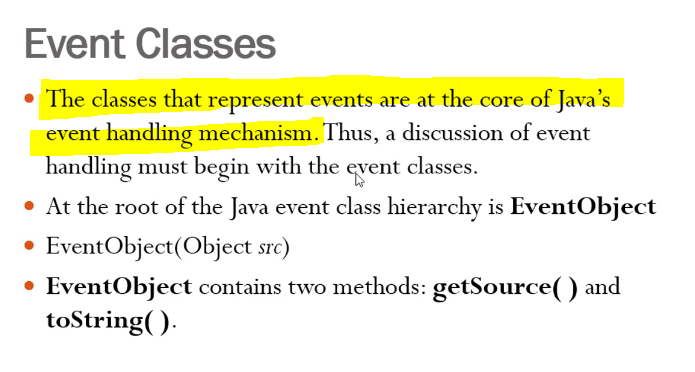
A mouse is an object that generates an event. Mouse can generate events like scroll, click, double click etc..

# **Event Listeners**

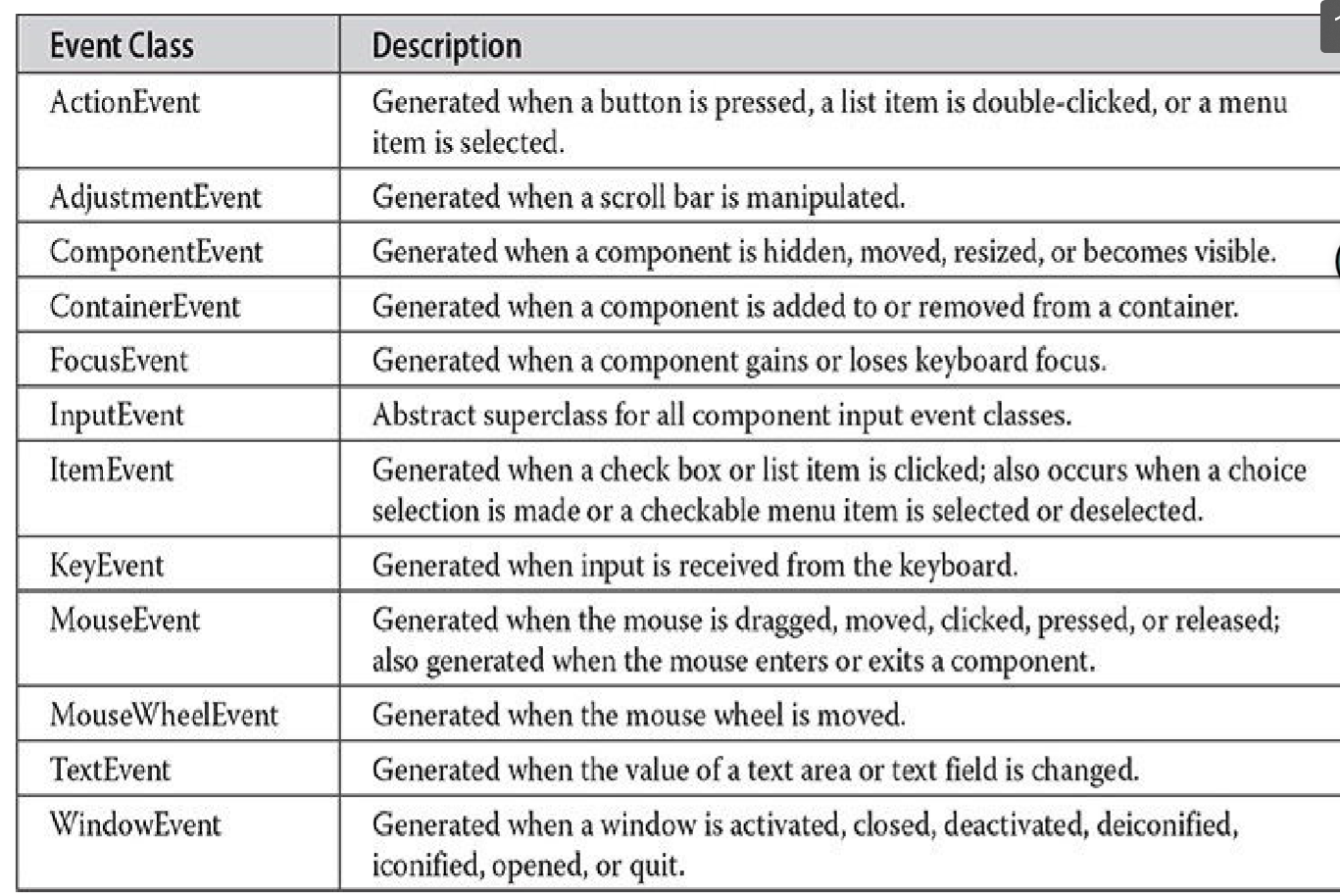


# **Event Classes**



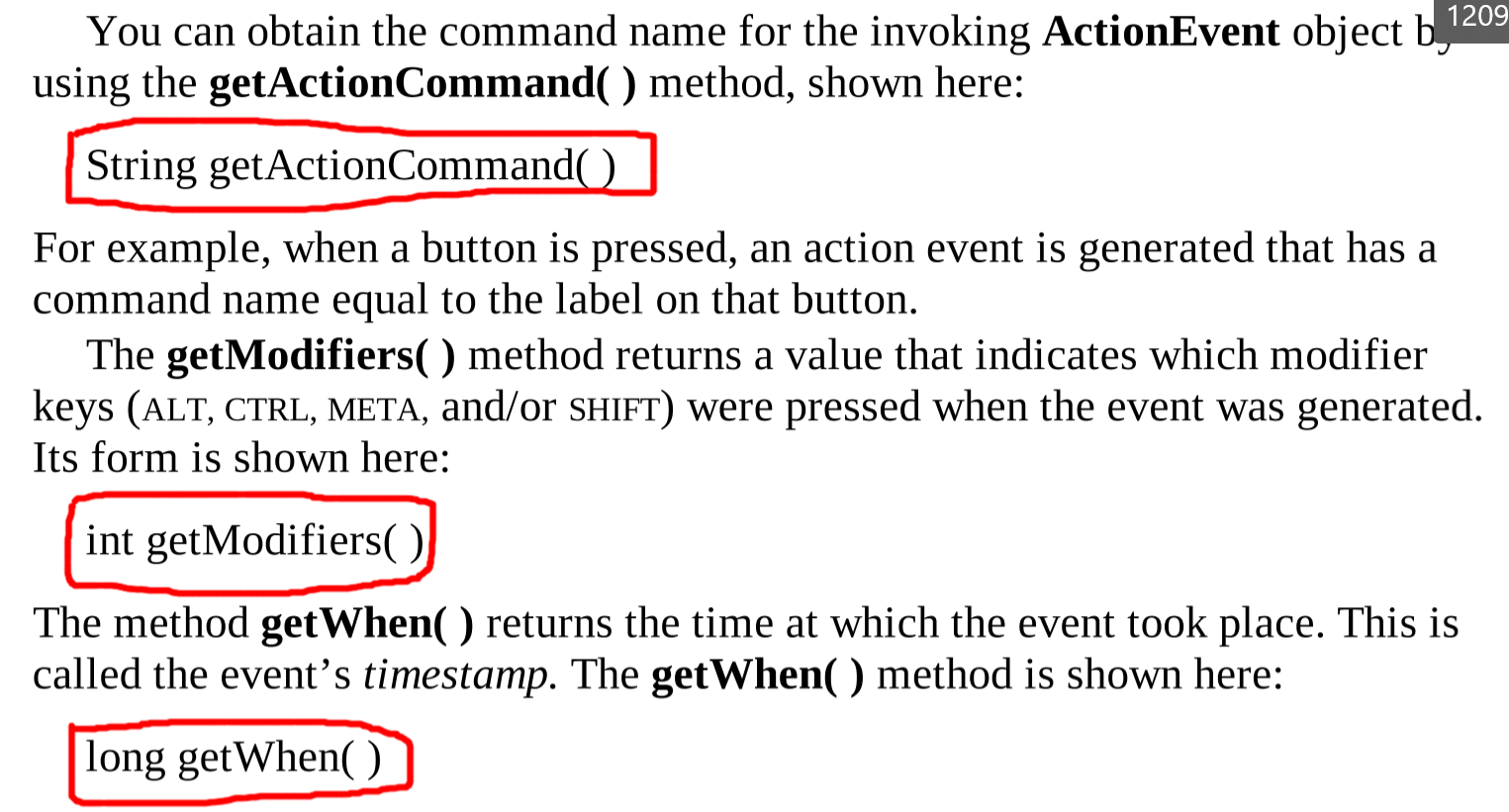


Returns the string equivalent of an event Returns the source of the event

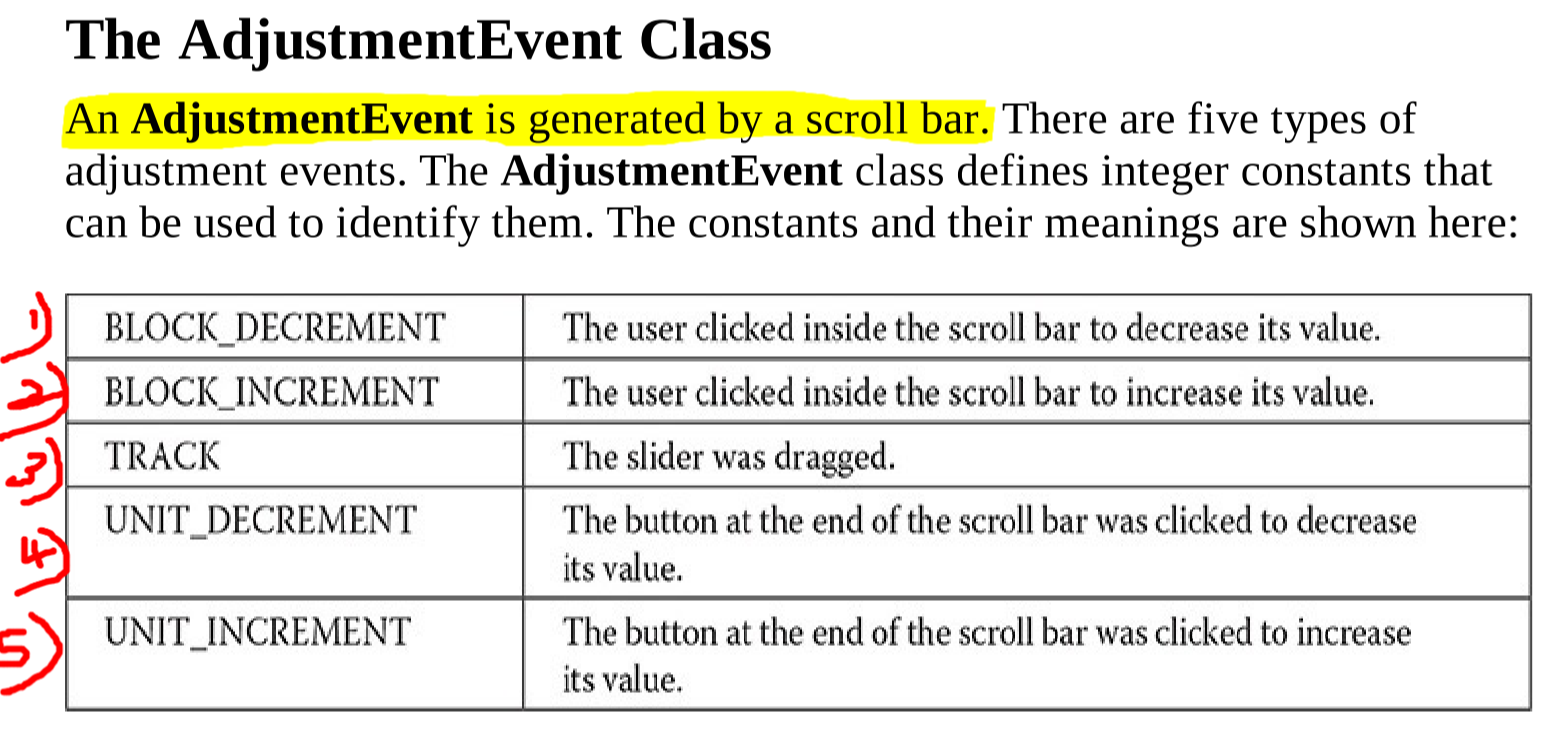
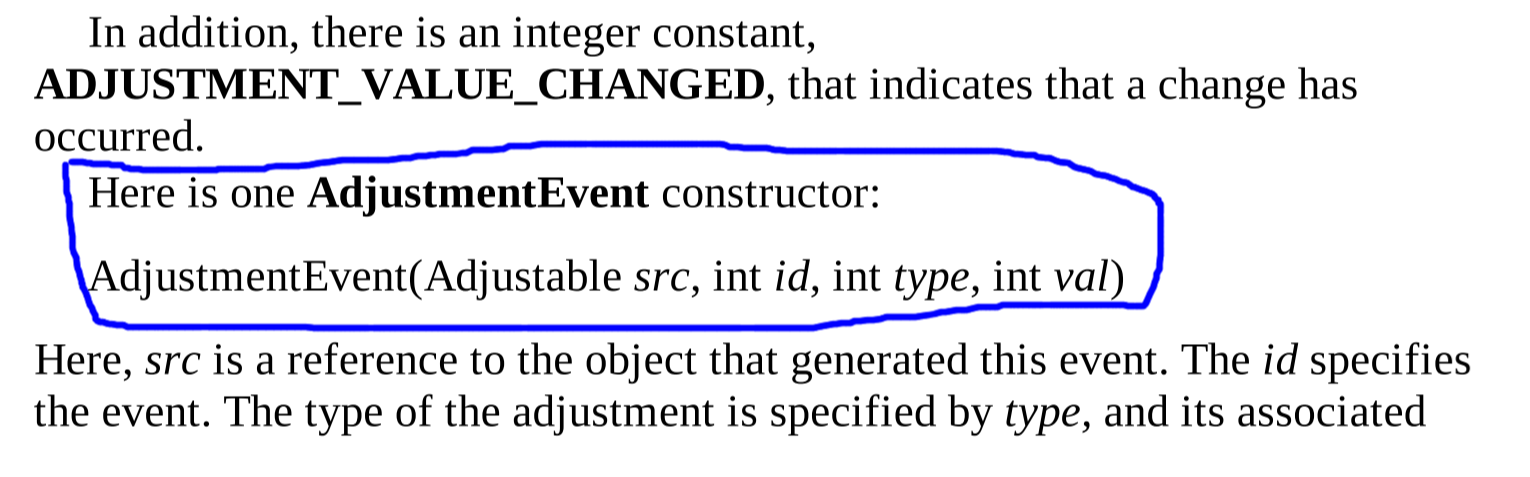


## ActionEvent Class (button press)

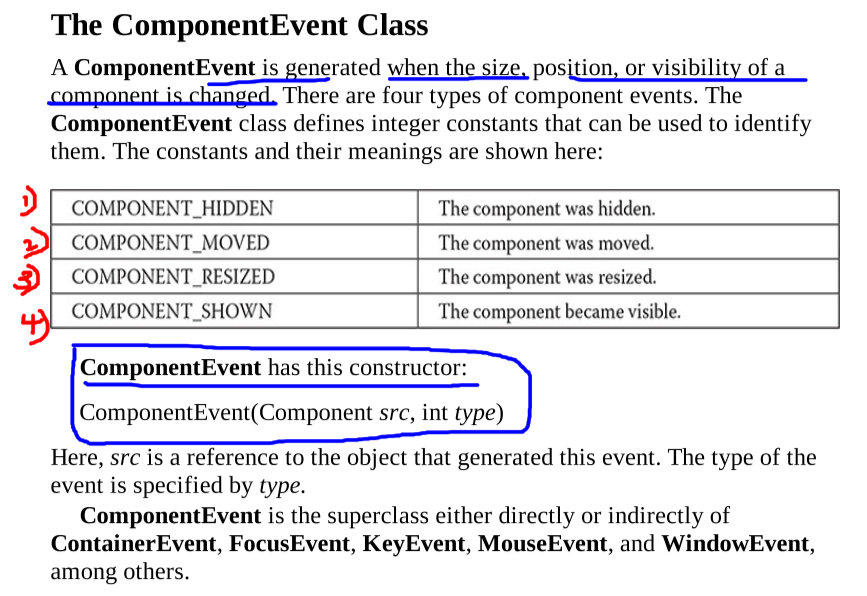
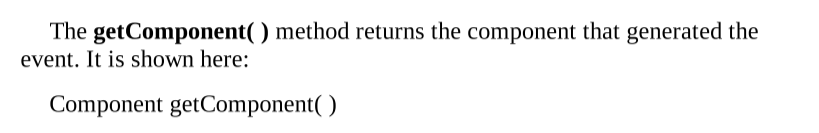




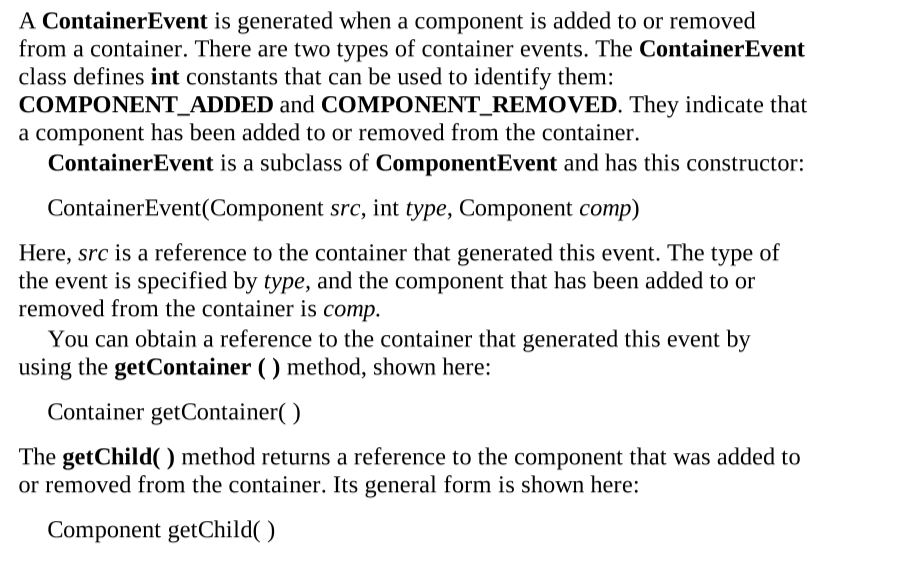
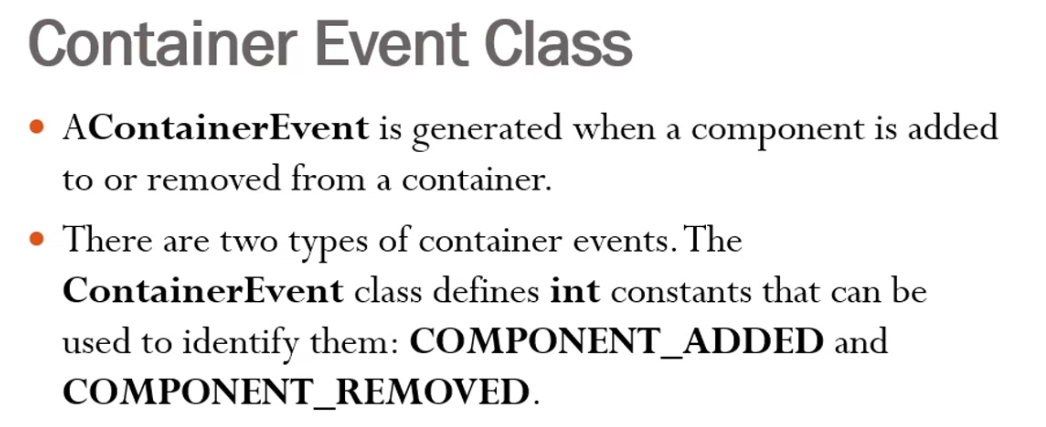
## Adjustment Event Class (scroll bar)

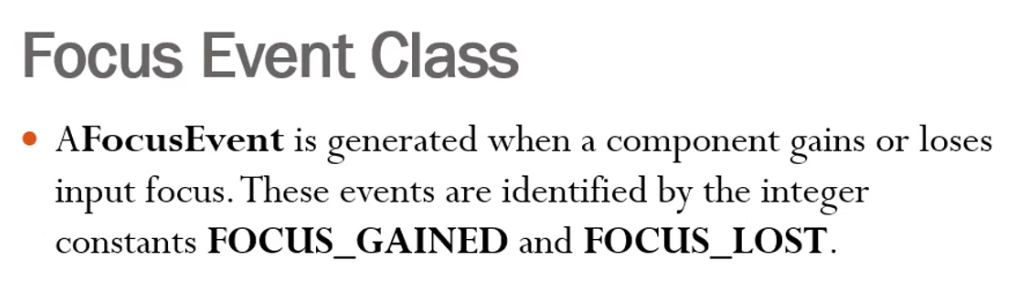
## Component Event Class (size, position, visibility of a component changed)

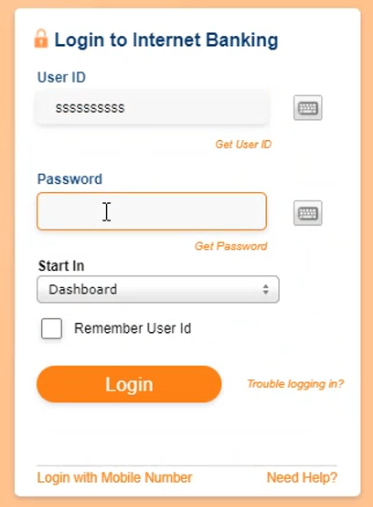
The component may be a label, textbox, combo-box, picture   
  


## Container Event Class



## **Focus Event Class**

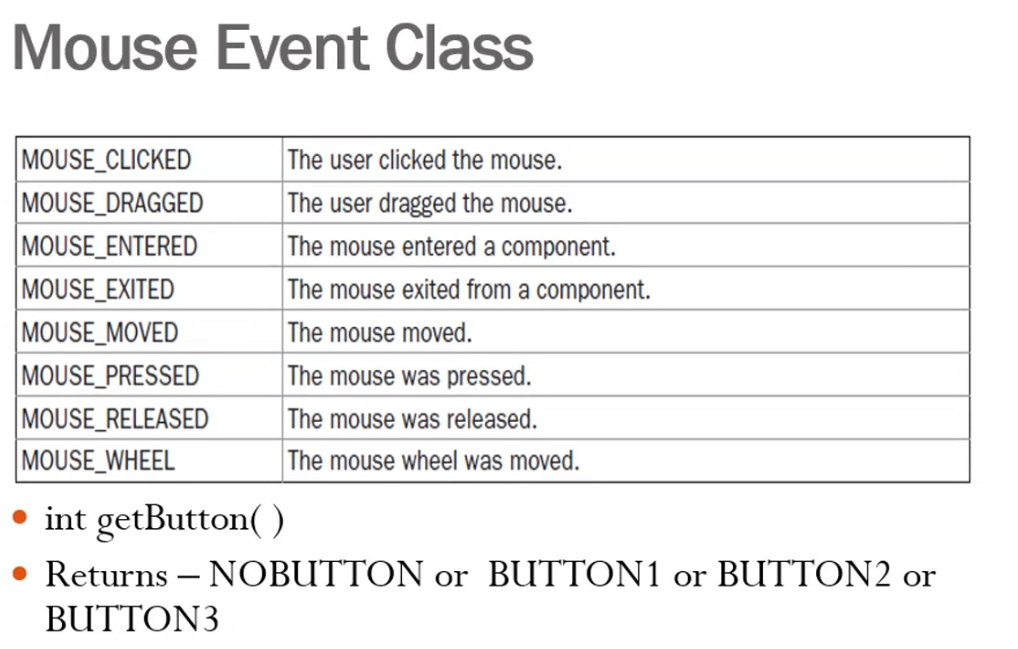


User-id is focussed and User-id is not focussed and  
Password is not focussed Password is focussed

# Key Event Class

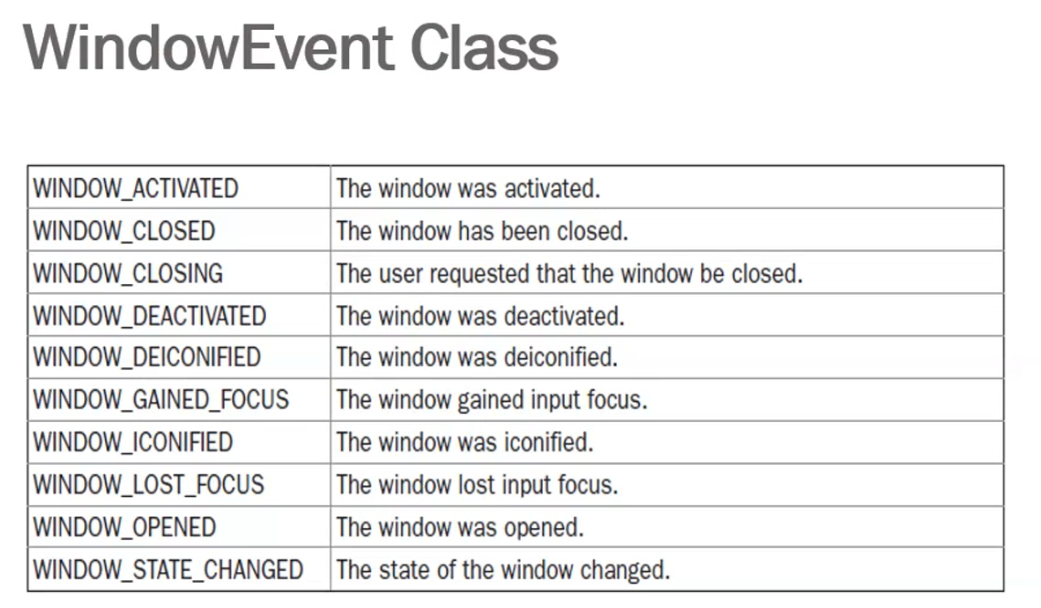
## **Mouse Event Class**



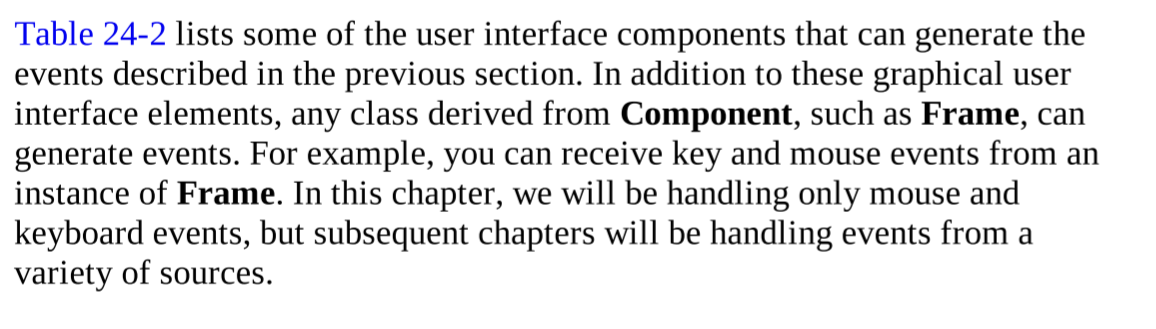
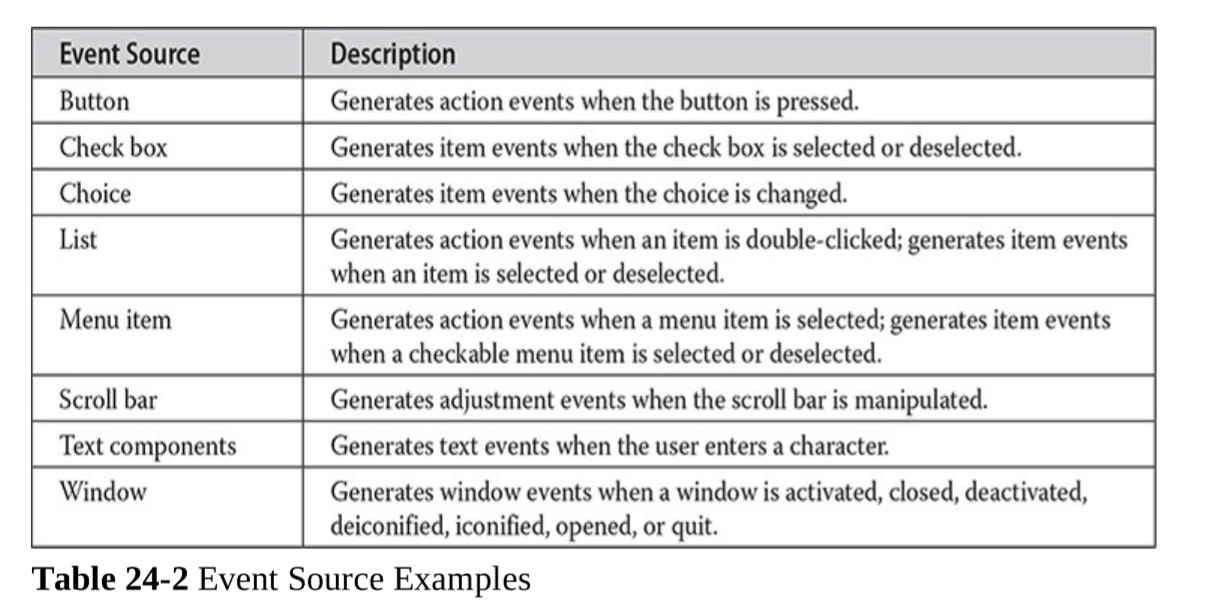
## **Mouse wheel Event Class**

## **TextEvent Class**

## **Window Event Class**

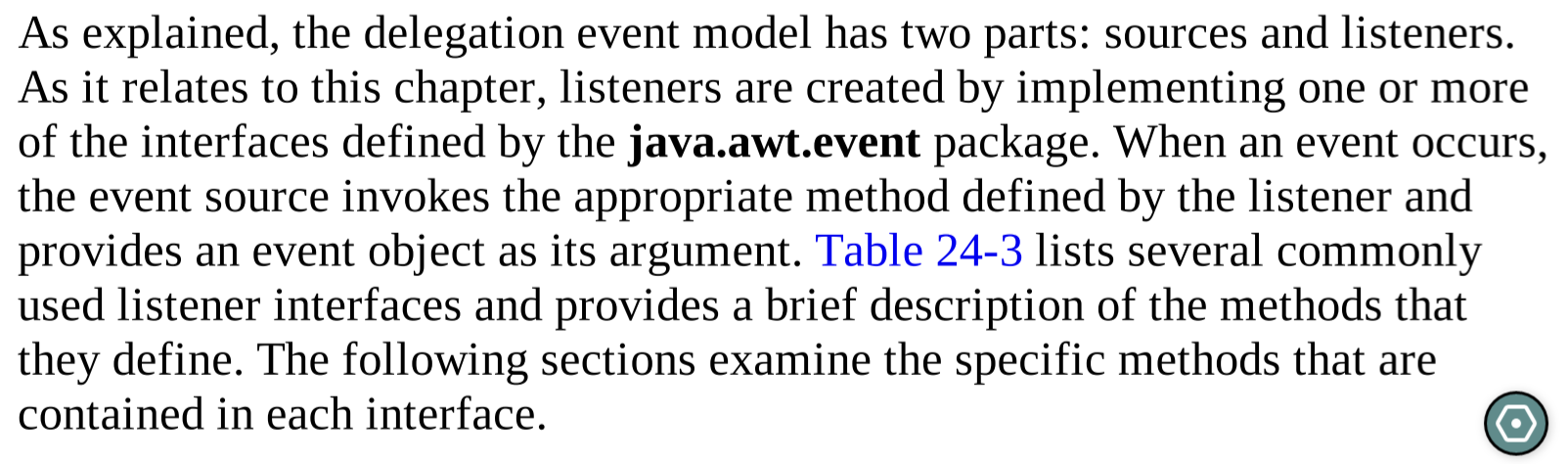


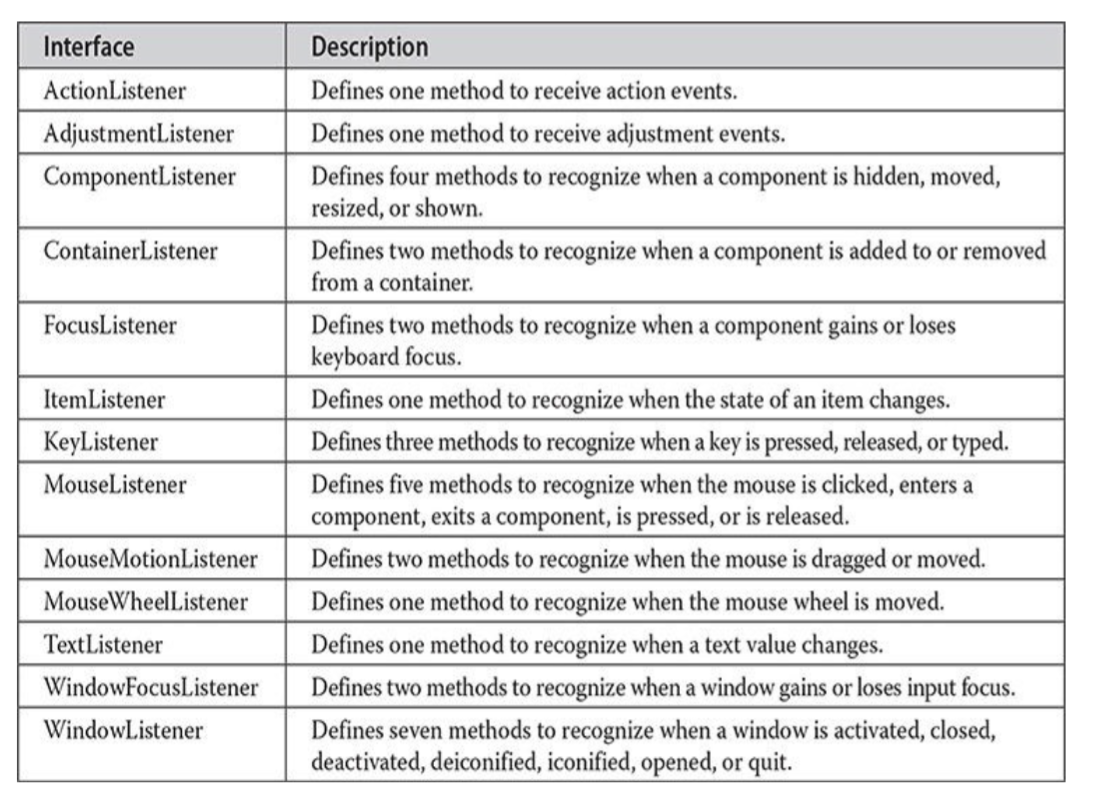
# **Source of Events**

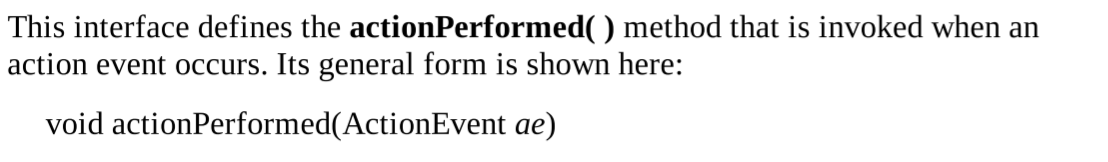
The above events are generated and these must be handled by the listeners

# **Event Listener Interface**

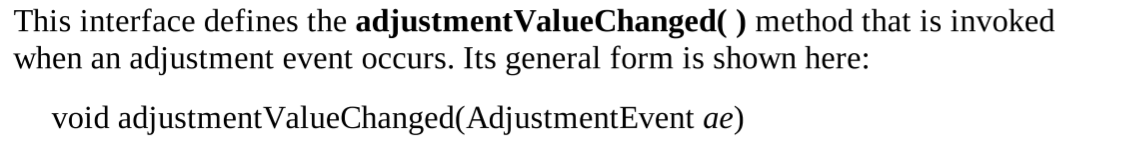




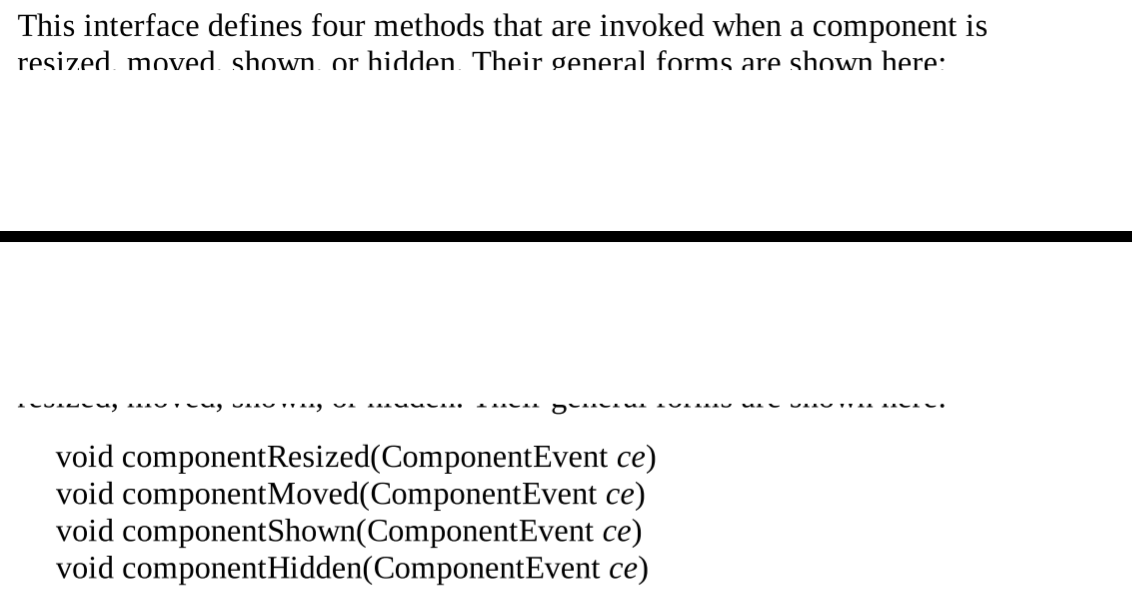
## **ActionListener Interface**

****

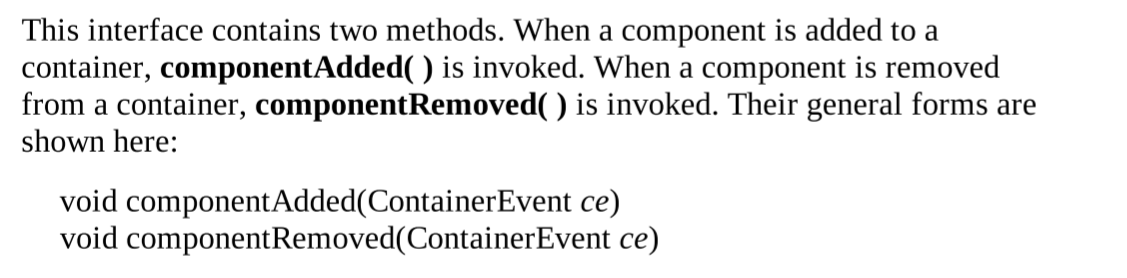
## **Adjustment Listener Interface**



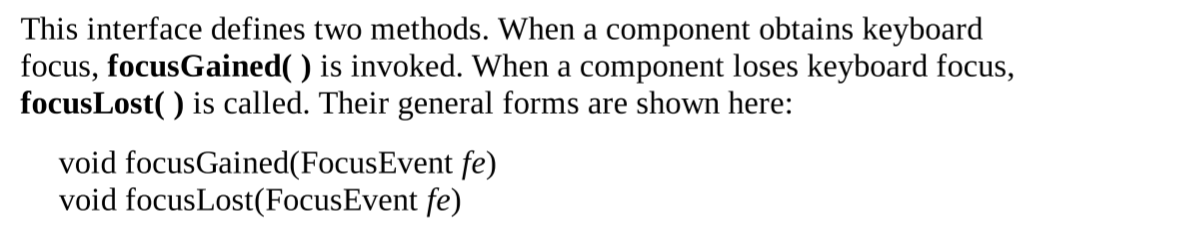
## **Component Listener interface**



## **Container Listener interface**

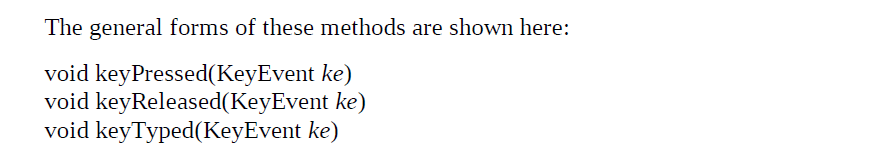


## **Focus Listener interface**

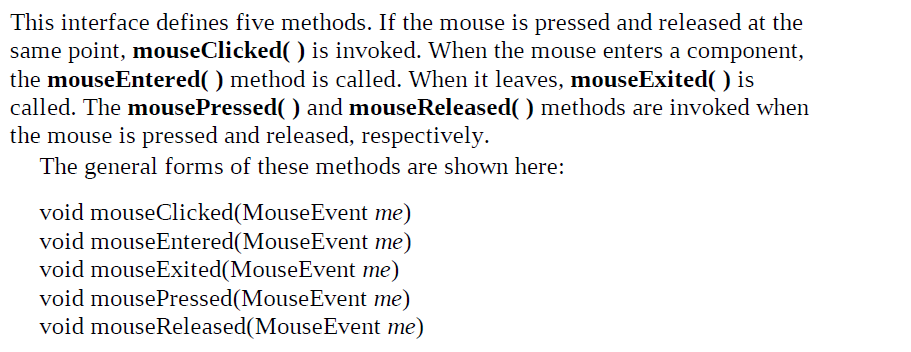


# Key Listener Class

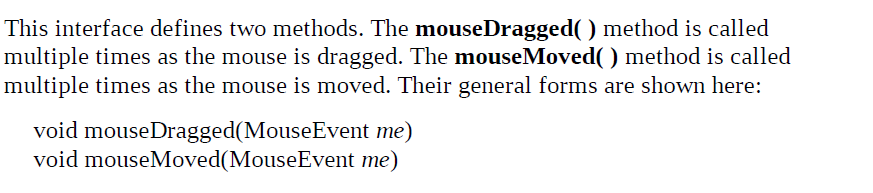
## **Key Listener interface**

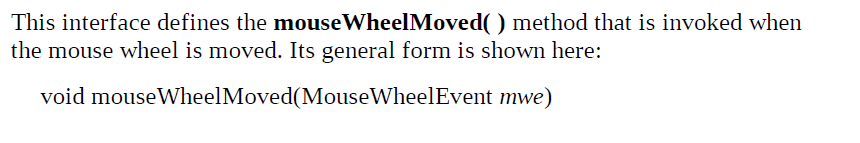
## **Mouse Listener interface**



## **Mouse Motion Listener interface**

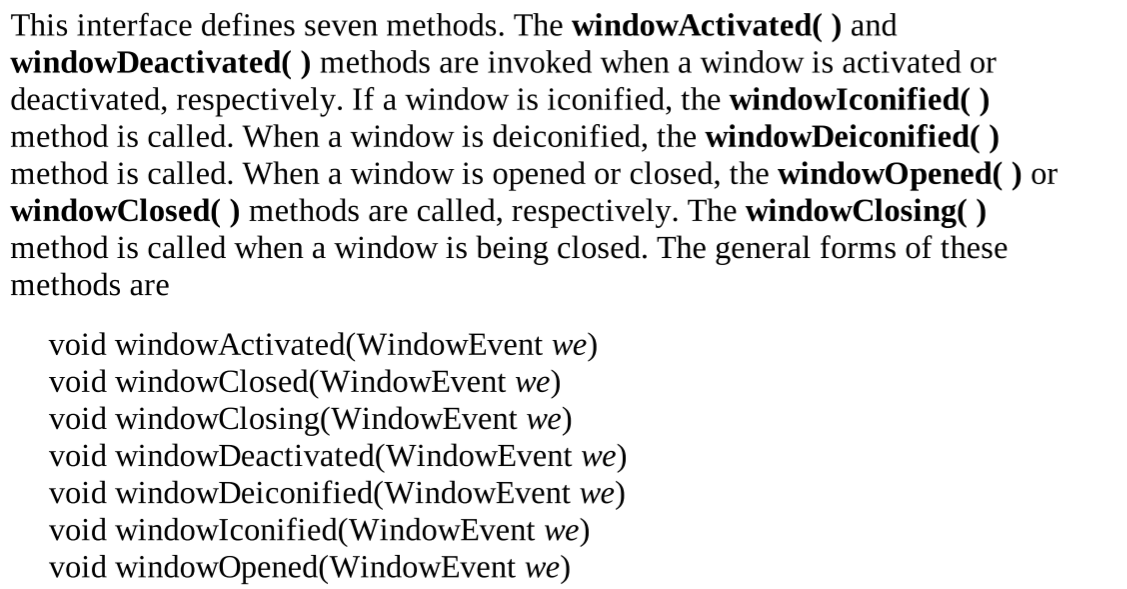


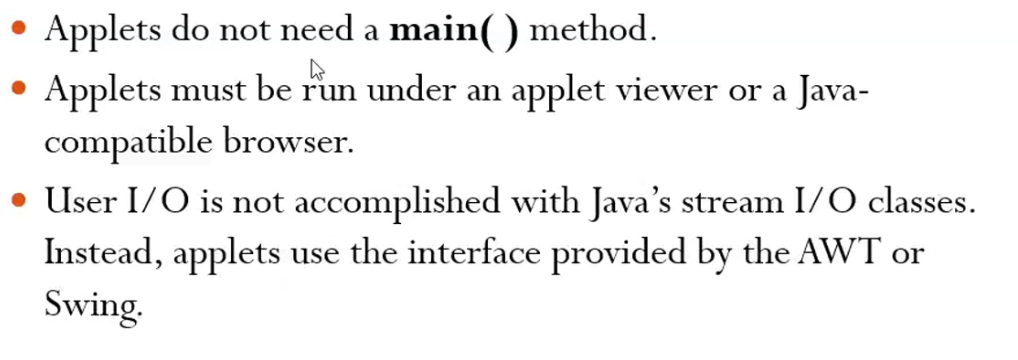
## **Mouse Wheel Listener interface**



## **Window Focus Listener interface**

## **Window Listener interface**





**Painting is the process of changing the window**

**java-applet is running at the back-end completely. Unless the applet window is closed, it runs.**