## What is an Event?

Change in the state of an object is known as **Event**.Events are generated as a result of user interaction with the graphical user interface components. For example, clicking on a button, moving the mouse, entering a character through keyboard.

## Types of Event

The events can be broadly classified into two categories −

* **Foreground Events** − These events require direct interaction of the user. They are generated as consequences of a person interacting with the graphical components in the Graphical User Interface. For example, clicking on a button, moving the mouse, entering a character through keyboard, selecting an item from list, scrolling the page, etc.
* **Background Events** − These events require the interaction of the end user. Operating system interrupts, hardware or software failure, timer expiration, and operation completion are some examples of background events.