# Event Listeners

Event listeners represent the interfaces responsible to handle events. Java provides various Event listener classes, however, only those which are more frequently used will be discussed. Every method of an event listener method has a single argument as an object which is the subclass of EventObject class. For example, mouse event listener methods will accept instance of MouseEvent, where MouseEvent derives from EventObject.

## EventListner Interface

It is a marker interface which every listener interface has to extend. This class is defined in **java.util** package.

## Class Declaration

Following is the declaration for **java.util.EventListener** interface −

public interface EventListener

## SWING Event Listener Interfaces

Following is the list of commonly used event listeners.

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| **Sr.No.** | **Class & Description** |
| 1 | ActionListener  This interface is used for receiving the action events. |
| 2 | ComponentListener  This interface is used for receiving the component events. |
| 3 | ItemListener  This interface is used for receiving the item events. |
| 4 | KeyListener  This interface is used for receiving the key events. |
| 5 | MouseListener  This interface is used for receiving the mouse events. |
| 6 | WindowListener  This interface is used for receiving the window events. |
| 7 | AdjustmentListener  This interface is used for receiving the adjustment events. |
| 8 | ContainerListener  This interface is used for receiving the container events. |
| 9 | MouseMotionListener  This interface is used for receiving the mouse motion events. |
| 10 | FocusListener  This interface is used for receiving the focus events. |