Learning2

Exercise 7.1 (Small 3/2 points)

With Java:

Create a GUI, where you:

- register multiple different listeners for the same event to a single component (e.g, several ActionListeners listening to a JButton).
- register a single listener instance to the same component multiple times to listen to the same event (again, e.g., an ActionListener listening to a single JButton, registered several times)
- add listener to a user pressing space bar via input map and action map
- start a (javax.swing.)Timer running for five seconds and then outputting some text.
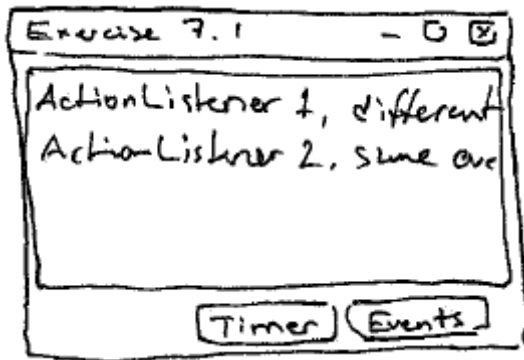
Print out information to a JTextArea about the all events (including the Timer firing) so that you can see when, in which order and how many times the different events are received and processed. Test and see if event listener registration order has any effect. Test also whether the event objects are the same or different instances (i.e., just compare two Event objects with == operator).

With React:

Create an application which consists of a card. By default the card should not be expanded. It should be expandable. After it has been expanded, it should automatically close after three seconds.

Feel free to decide, what information is displayed in the card.

Palautuksen tila

Palautuksen tila	Ei suorituskertoja
Arvioinnin tila	Ei arvioitu
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Lisää palautus

Muokkaa palautustasi