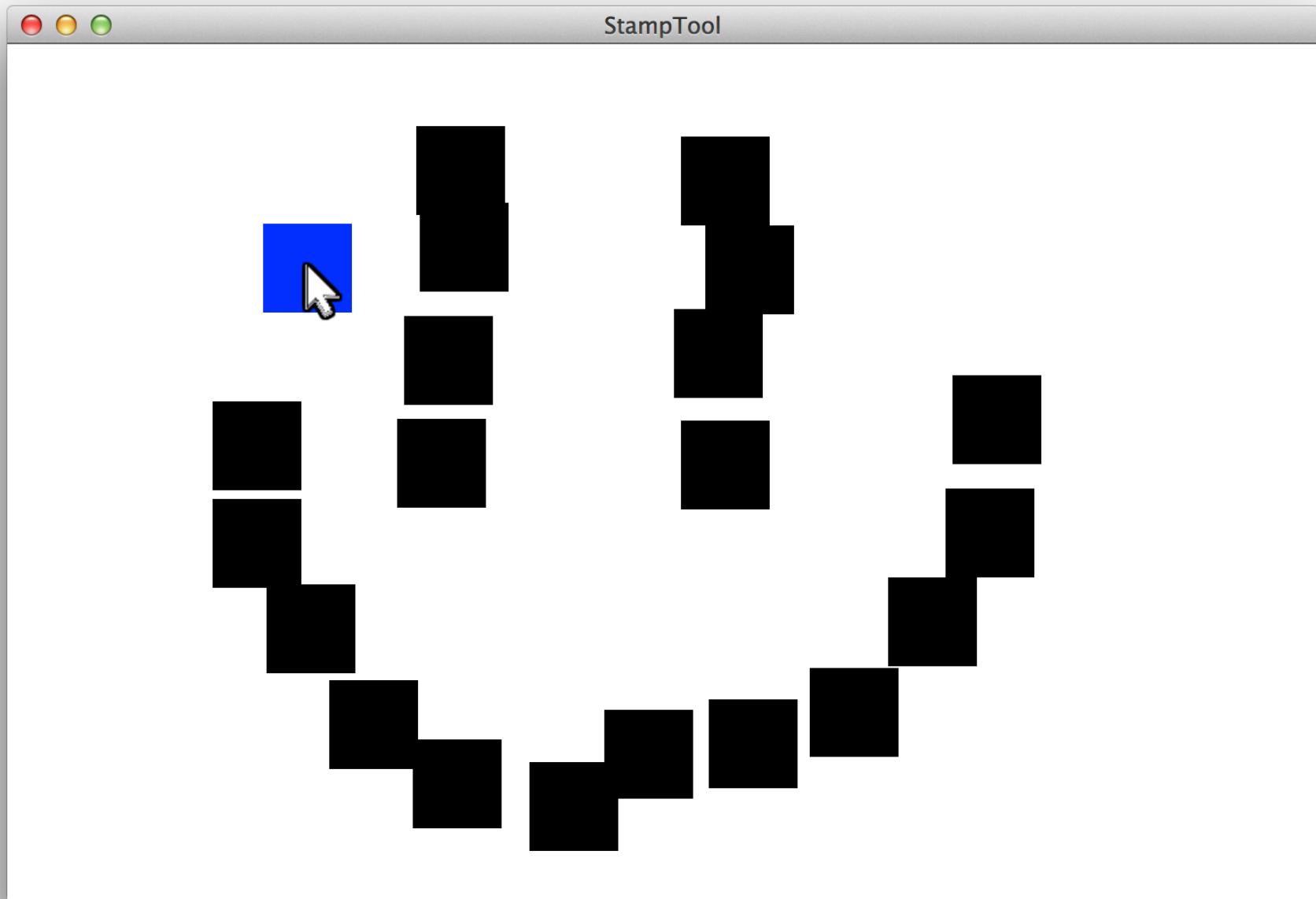


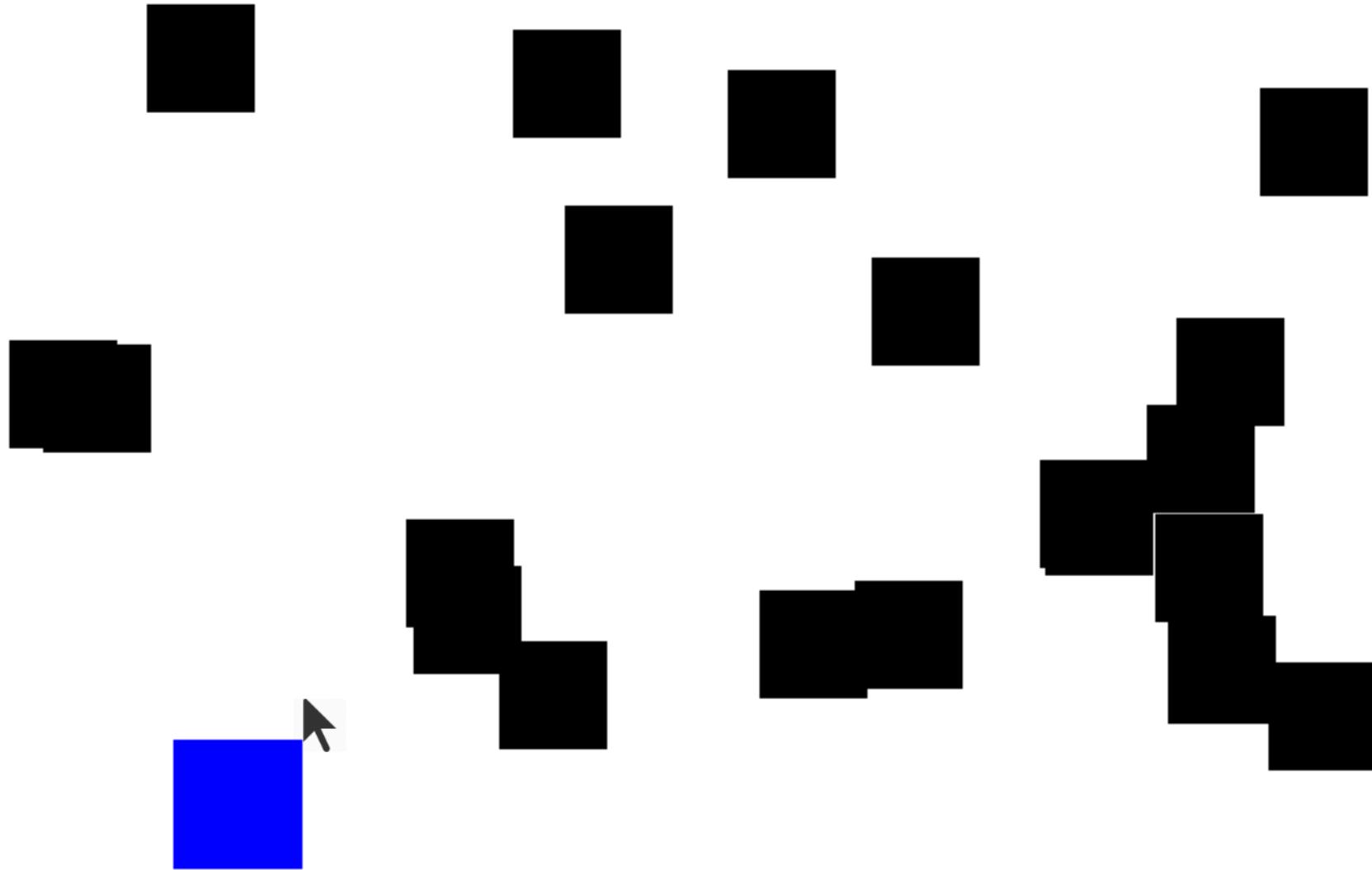


Events

Stamp Tool



Catch Me If You Can



We've Gotten Ahead of Ourselves



Source: The Hobbit

Start at the Beginning



Source: The Hobbit

Learning Goals

1. Write a program that can respond to mouse events
2. Use an instance variable in your program



Listener Model

- When users interact with computer they generate events (e.g., moving/clicking the mouse)
- Can respond to events by having listener for events
addMouseListeners()
- Listeners get control of the program when an event happens.

Responding to Mouse Events

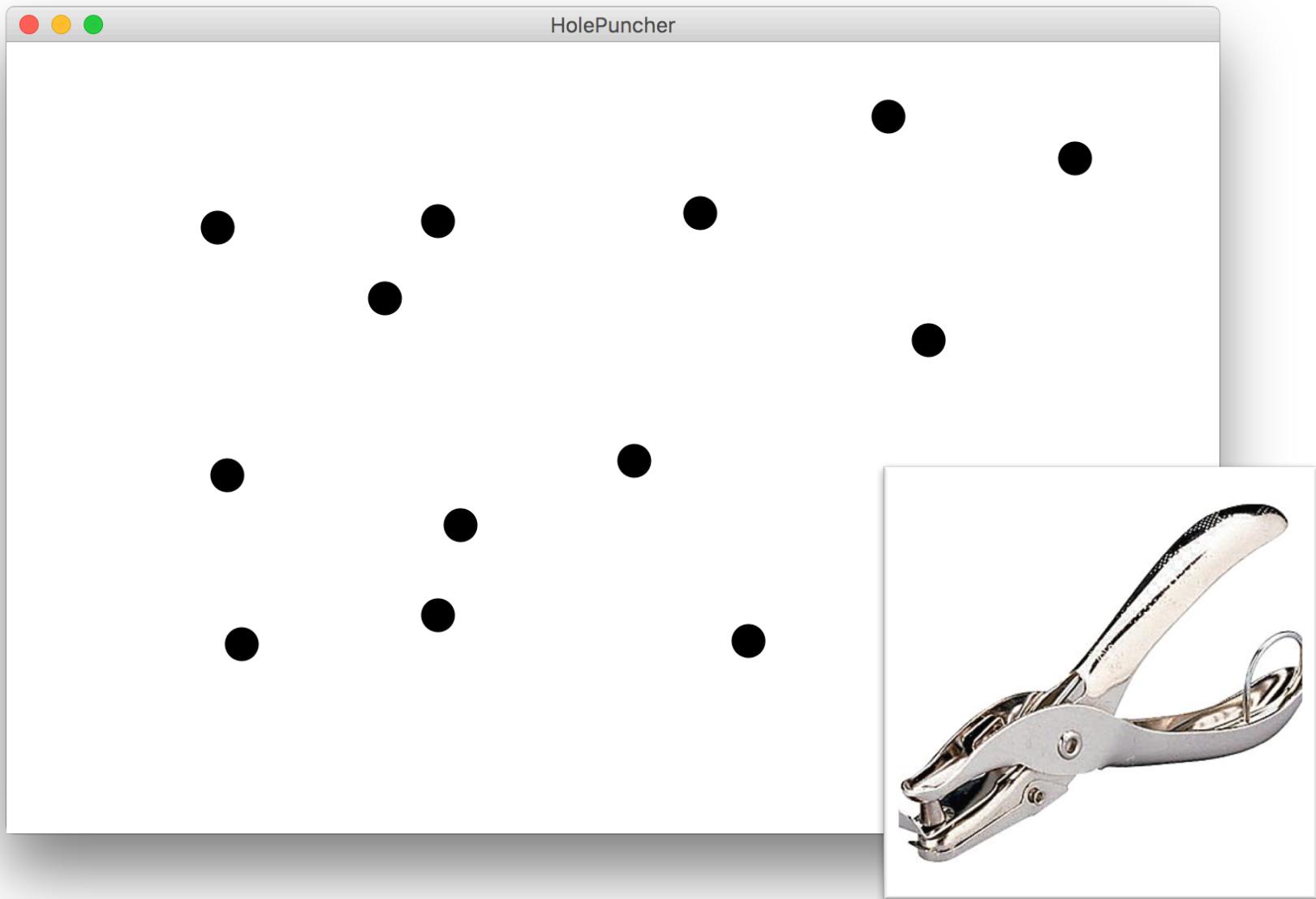
1. The **run** method should call **addMouseListeners**
2. Write definitions of any listener methods needed

mouseClicked(<i>e</i>)	Called when the user clicks the mouse
mousePressed(<i>e</i>)	Called when the mouse button is pressed
mouseReleased(<i>e</i>)	Called when the mouse button is released
mouseMoved(<i>e</i>)	Called when the user moves the mouse
mouseDragged(<i>e</i>)	Called when the mouse is dragged with the button down

The parameter *e* is **MouseEvent** object, which provides more data about event, such as the location of mouse.

Example

Hole Puncher



Now With Dancing Children

Normal Program

Run Method



New Listener Characters

Mouse Listener



Mouse Clicked Method



Program Starts Running

Run Method

Mouse Clicked Method



Add Mouse Listener

Run Method



Mouse Clicked Method



Mouse Listener



```
addMouseListeners();
```

Program Runs as Usual

Run Method



Mouse Clicked Method



Mouse Listener



Mouse Clicked!

Run Method



Mouse Clicked Method



Mouse Listener



Calls Mouse Clicked Method

Run Method

Mouse Clicked Method

Mouse Listener



When done, Run continues.

Run Method



Mouse Clicked Method



Mouse Listener



Keeps Doing Its Thing...

Run Method



Mouse Clicked Method



Mouse Listener



Mouse Moved!

Run Method



Mouse Clicked Method



Mouse Listener



Calls Mouse Clicked Method

Run Method

Mouse Clicked Method

Mouse Listener



When done, Run continues.

Run Method



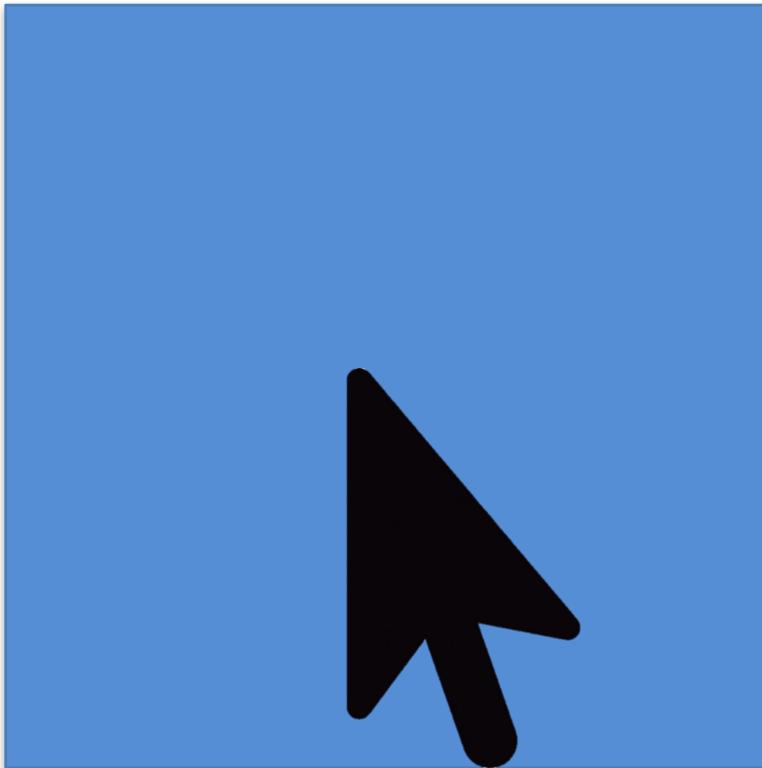
Mouse Clicked Method



Mouse Listener



Mouse Tracker



Instance Variables

1. Variables exist until their inner-most code block ends.
2. If a variable is defined outside all methods, its inner-most code block is the entire program!
3. We call these variables **instance variables**

```
public class MouseTrackerSoln extends GraphicsProgram {  
  
    /* Instance variable for the square to be tracked */  
    GRect square = null;  
  
    public void run() {  
        addSquare();  
        addMouseListeners();  
    }  
}
```

- * Instance variables have special meanings in programs with multiple files. For now you need to know that all methods can see them and that their initialization line is executed before run.

Instance Variables + Events

Often you need instance variables to pass information between the run method and the mouse event methods!

```
public class MouseTrackerSoln extends GraphicsProgram {

    /* Instance variable for the square to be tracked */
    GRect square = null;

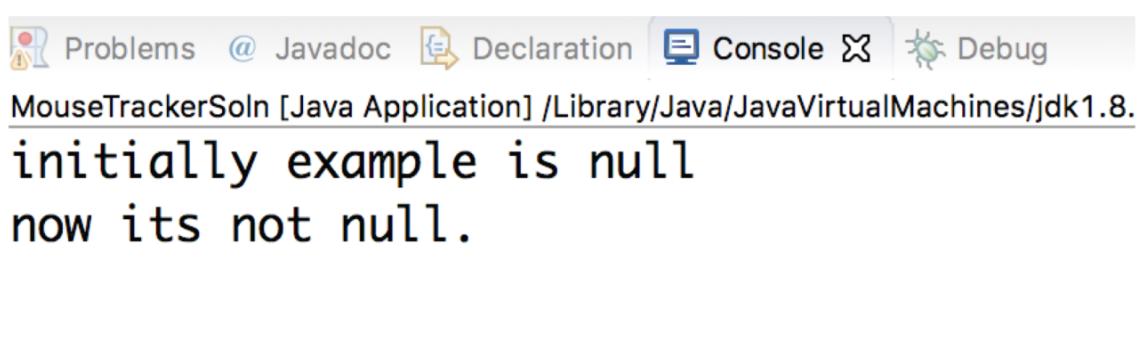
    public void run() {
        square = makeSquare();
        addMouseListeners();
    }

    public void mouseMoved(MouseEvent e) {
        int x = e.getX() - SQUARE_SIZE/2;
        int y = e.getY() - SQUARE_SIZE/2;
        square.setLocation(x, y);
    }
}
```

Null

Objects have a special value called **null** which means this variable is not associated with a value yet.

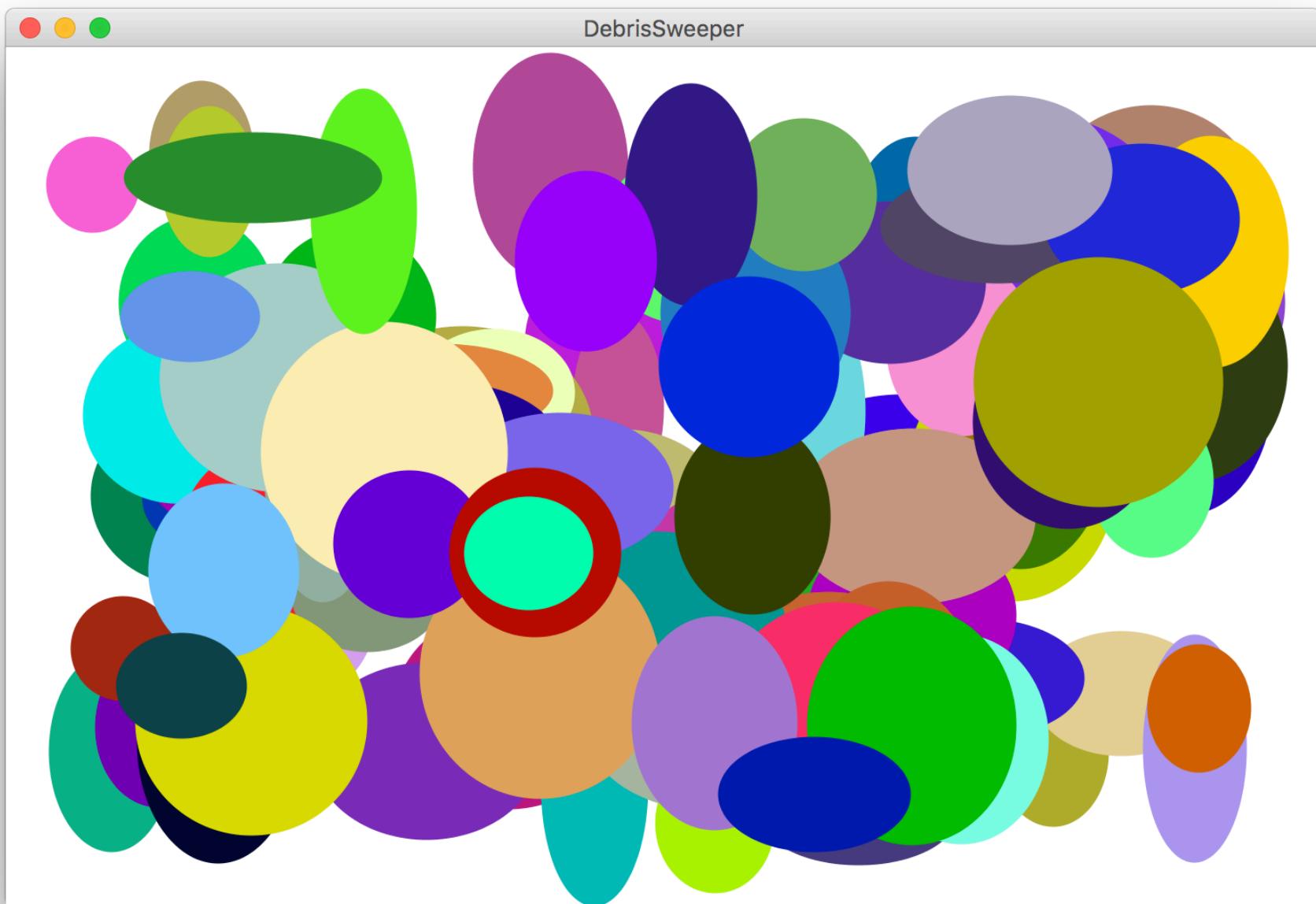
```
public void run() {  
    G0val example = null;  
    if(example == null) {  
        println("initially example is null");  
    }  
    example = new G0val(5, 5);  
    if(example != null) {  
        println("now its not null.");  
    }  
}
```



The screenshot shows a Java application running in an IDE. The code in the editor is identical to the one above. In the bottom right corner, there is a terminal window titled "Console". The output in the terminal is:

```
initially example is null  
now its not null.
```

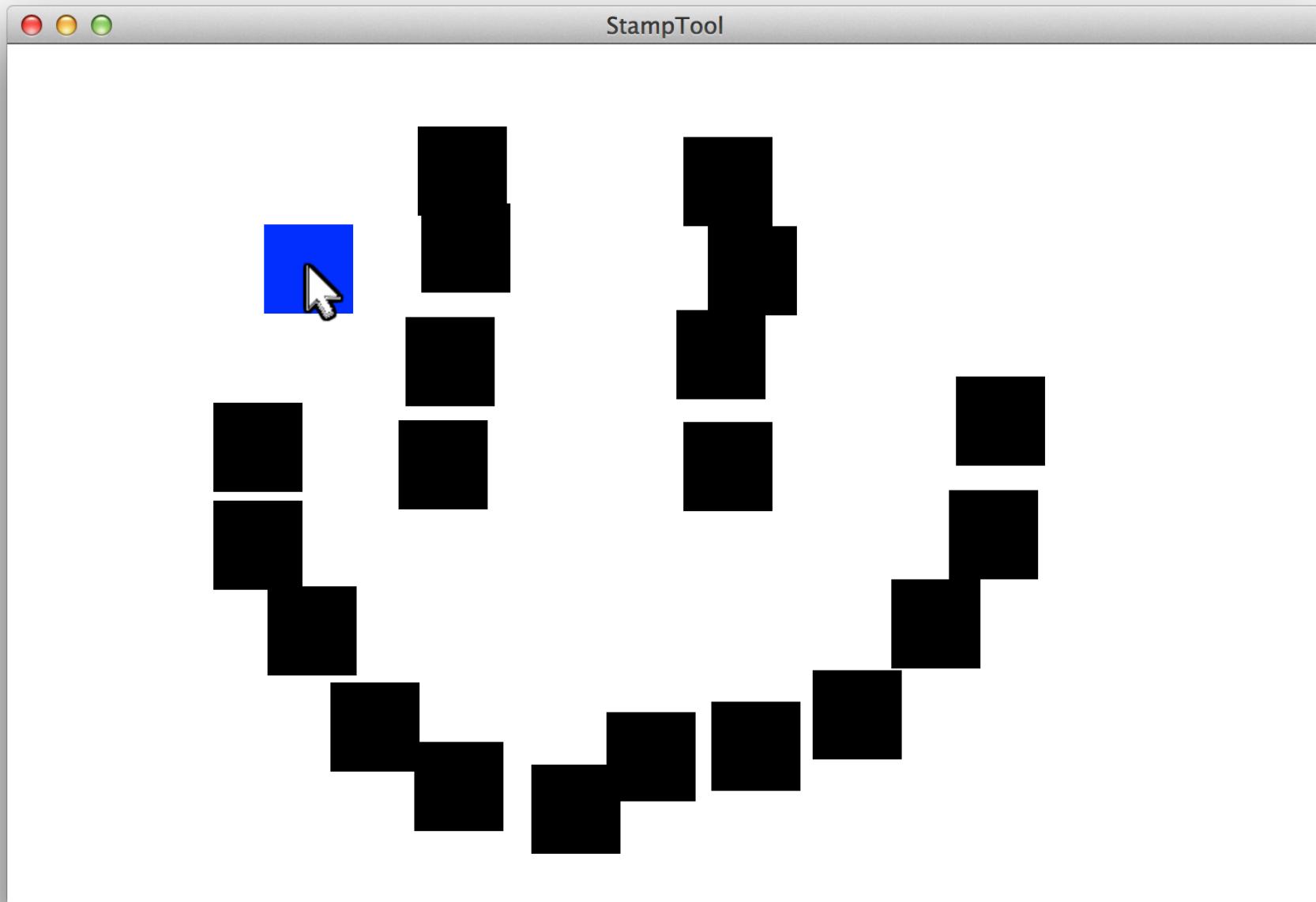
Debris Sweeper



And Here We Are...



Stamp Tool



New Concepts

New Commands

- `addMouseListeners();`
- `getElementAt(x, y);`
- `remove(obj);`

New Ideas

- The Listener Model
- Instance Variables
- **null**

Responding to Mouse Events

1. The **run** method should call **addMouseListeners**
2. Write definitions of any listener methods needed

mouseClicked(<i>e</i>)	Called when the user clicks the mouse
mousePressed(<i>e</i>)	Called when the mouse button is pressed
mouseReleased(<i>e</i>)	Called when the mouse button is released
mouseMoved(<i>e</i>)	Called when the user moves the mouse
mouseDragged(<i>e</i>)	Called when the mouse is dragged with the button down

The parameter *e* is **MouseEvent** object, which provides more data about event, such as the location of mouse.

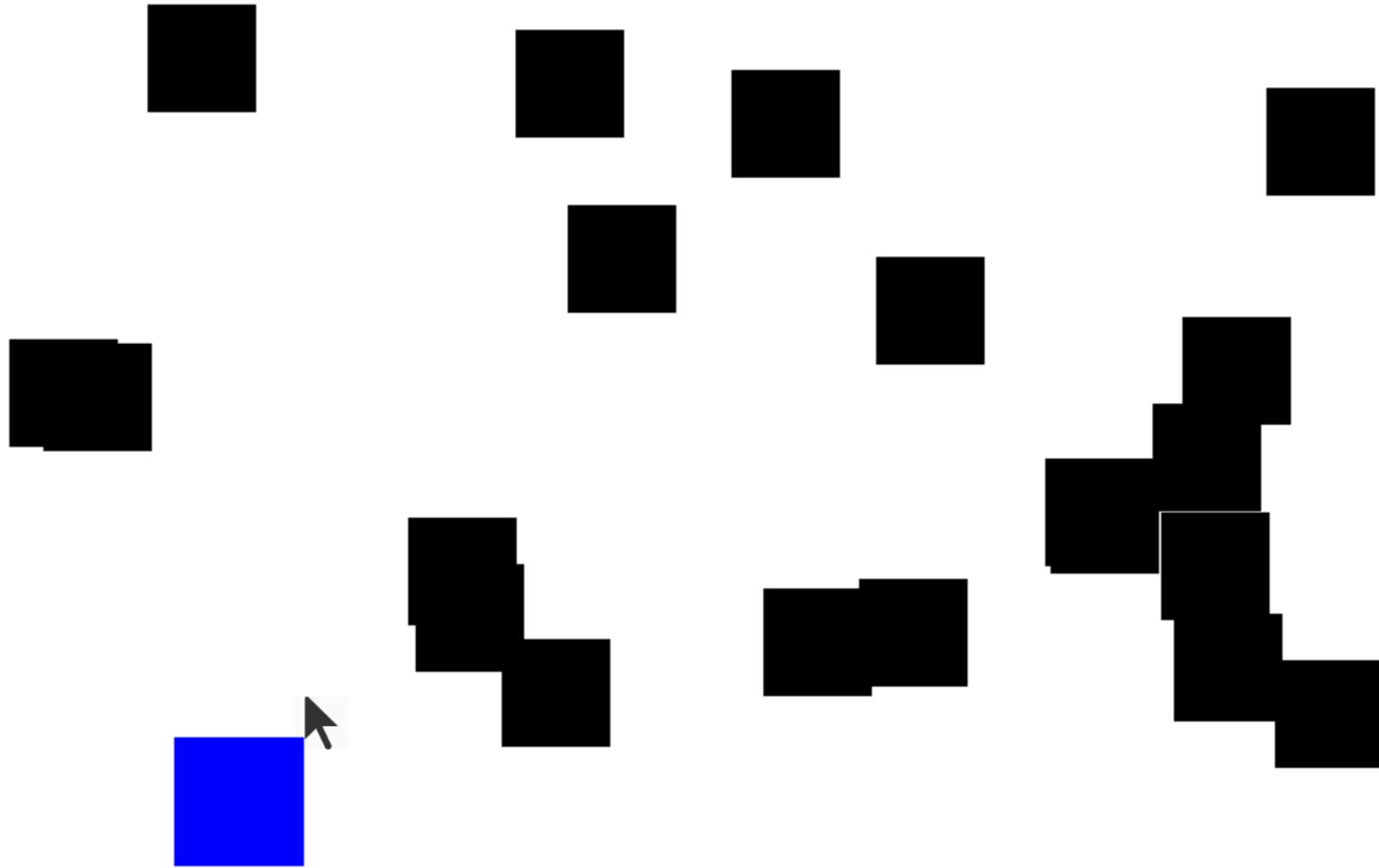
Responding to Keyboard Events

1. The **run** method should call **addKeyListeners**
2. Write definitions of any listener methods needed

keyPressed(<i>e</i>)	Called when the user presses a key
keyReleased(<i>e</i>)	Called when the key comes back up
keyTyped(<i>e</i>)	Called when the user types (presses and releases) a key

The parameter *e* is a **KeyEvent** object, which indicates which key is involved.

Catch Me If You Can?



Warm Up: Making Tracks

