

# Listener Hierarchy



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by Christine Alvarado, Mia Minnes, and Leo Porter, 2015.

# By the end of this video you will be able to ...

- Describe inheritance relationships used in the course so far
- Distinguish between interfaces and classes in this hierarchy

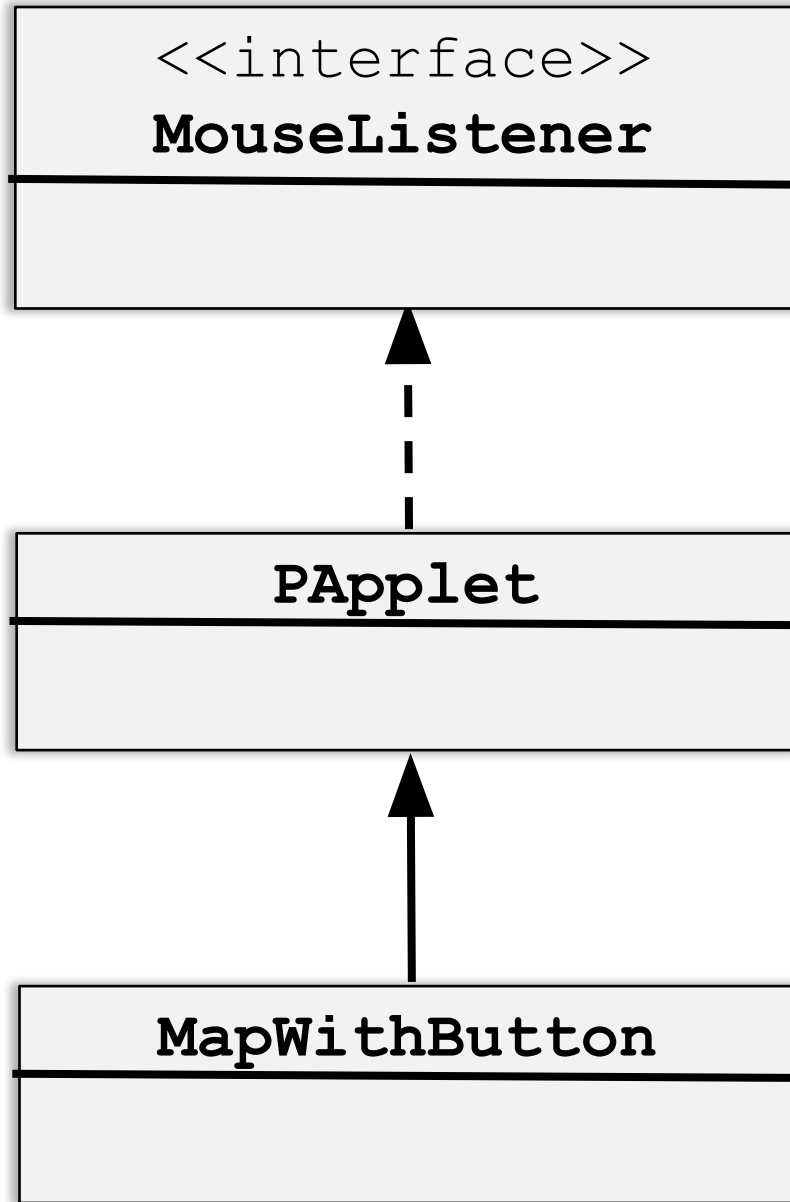


<<interface>>  
**MouseListener**

```
public void mousePressed () {  
    ...  
}
```

```
public void mouseClicked () {  
    ...  
}
```

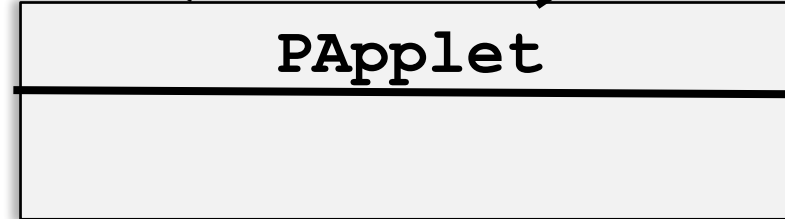
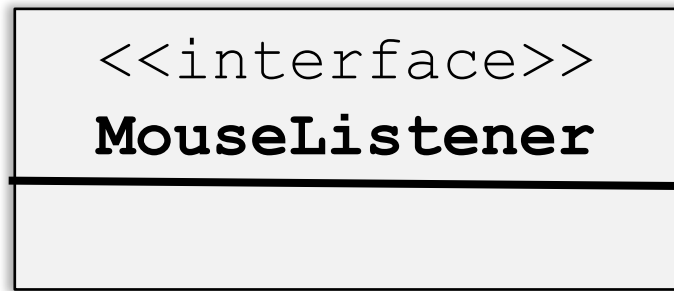
```
public void mouseReleased () {  
    ...  
}
```



```
public void mousePressed () {  
    ...  
}
```

```
public void mouseClicked () {  
    ...  
}
```

```
public void mouseReleased () {  
    ...  
}
```



<<interface>>  
**KeyListener**

```
public void keyPressed () {  
    ...  
}
```

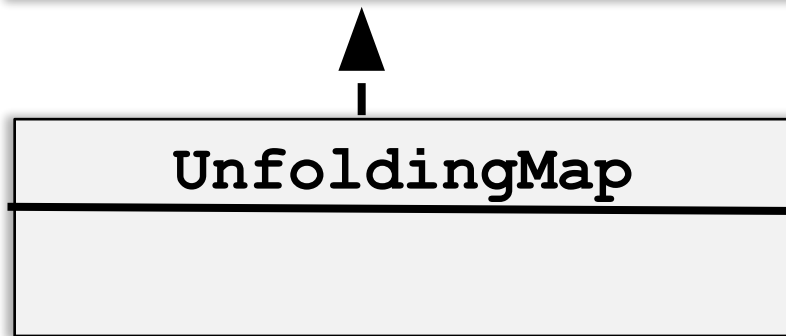
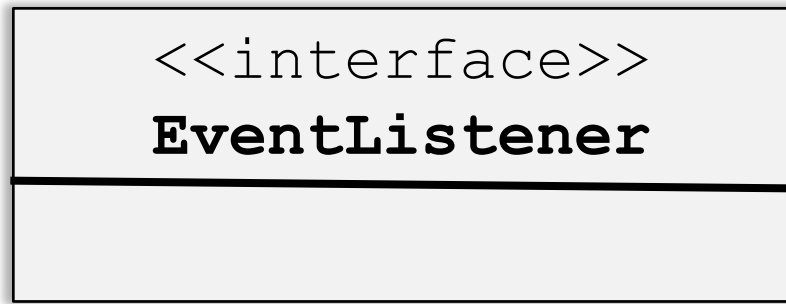
```
public void keyTyped () {  
    ...  
}
```

```
public void keyReleased () {  
    ...  
}
```



**Are there other events?**





```
void onManipulation (  
    MapEvent event) {  
  
    ...  
}
```

Zoom

Pan