## Experiment - 8

Aim :- Draw Applets with Event handling -
(a) Using Mouse listener.
(b) On Button using Action listener.
(c) On key using Key listener.

Software Used :- Netbeans IDE.

Theory :-

Changing the state of an object is known as an event. For example, click on button, dragging mouse etc. The Java. awt event package provides many event classes and listener interfaces for event handling.

Event handling is the mechanism that contains the event and decides what should happen if an event occurs. Java uses ~~two~~ the Delegation Event Model to handle the events. This model has the following key participants :-

Source :- The source is an object on which event occurs. Source is responsible for providing information about the occured event to the handler.

Listener :- Listener is responsible for generating response to an event from java implementation point of view,

the listener is also an object listener waits until it receives an event, once the event is received the listener process the event and then retrieves.

## Java Event classes and Listener Interfaces :-

| Event classes | Listener Interfaces |
|---|---|
| Action Event | Action Listener |
| Mouse Event | Mouse Listener |
| Mouse | Mouse Wheel Listener |
| key Event | key Listener |
| Item Event | Item Listener |
| Text Event | Text Listener |
| Window Event | window Listener |
| Component Event | Component Listener |
| Container Event | Container Listener |
| Adjustment Event | Adjustment Listener |
| Focus Event | Focus Listener |