

How to get started with EventBus in 3 steps

The EventBus API is as easy as 1-2-3.

Before we get started [make sure to add EventBus as a dependency to your project.](#)

Step 1: Define events

Events are POJO (plain old Java object) without any specific requirements.

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Java

```
1 public class MessageEvent {
2
3     public final String message;
4
5     public MessageEvent(String message) {
6         this.message = message;
7     }
8 }
```

Step 2: Prepare subscribers

Subscribers implement event handling methods (also called “subscriber methods”) that will be called when an event is posted. These are defined with the **@Subscribe** annotation. Note that with EventBus 3 the method name can be chosen freely (no naming conventions like in EventBus 2).

Java

```
1 // This method will be called when a MessageEvent is posted (in the UI thread for Toast)
2 @Subscribe(threadMode = ThreadMode.MAIN)
3 public void onMessageEvent(MessageEvent event) {
4     Toast.makeText(getActivity(), event.message, Toast.LENGTH_SHORT).show();
5 }
6
7 // This method will be called when a SomeOtherEvent is posted
8 @Subscribe
9 public void handleSomethingElse(SomeOtherEvent event) {
10     doSomethingWith(event);
11 }
```

Subscribers also need to **register** themselves to **and unregister** from the bus. Only while subscribers are registered, they will receive events. In Android, in activities and fragments you should usually register [according to their life cycle](#). For most cases onStart/onStop works fine:

Java

```
1 @Override
2 public void onStart() {
3     super.onStart();
4     EventBus.getDefault().register(this);
5 }
6
7 @Override
8 public void onStop() {
9     EventBus.getDefault().unregister(this);
10    super.onStop();
11 }
```

Step 3: Post events

Post an event from any part of your code. All currently registered subscribers matching the event type will receive it.

Java

```
1 EventBus.getDefault().post(new MessageEvent("Hello everyone!"));
```

Learn more

Have a look at [the full documentation](#) to learn about all features of EventBus.

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ObjectBox 1.0

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