Events and Listeners

Polling

* Keep checking if an event has happened, while event has not happened
* Easy to implement

Event driven

* Program notifies listener when event happens
* Much harder to implement
* Doesn’t mean resources are taken up checking constantly

Why?

* GUI often interacts with a user
  + User inputs information
* Situation where your program is waiting for something to happen but CANNOT make it happen

Java event model – delegation model

* Events use delegation model
* Source
  + Object that can generate an event
  + Event generation usually occurs in response to some change in internal state of the source
  + Source must register listeners in order for a listener to be notified
* Listener
  + Object Is notified of an event occurring
    - Must have registered
    - Must have methods to deal with these notifications
    - Can be linked to multiple eventd\leudd
* Event
  + Object that contains information about a state change in source
  + Must resord whih objer= was rhe souce o f