

EventListener

(Event-Handling 1)

4) Mouse Motion Listener

- handle events generated from Mouse.
- override → public void mouseMoved(MouseEvent me)
 ↳ public void mouseDragged(MouseEvent me)

```
[ frame f;  
f.addMouseMotionListener(this);  
public void mouseMoved(MouseEvent me)  
{ int x = me.getX();  
, , , int y = me.getY();
```

Easy Engineering Classes – Free YouTube Coaching

For Engineering Students of GGSIPU, UPTU and Other Universities,
Colleges of India

All the methods

5) Mouse Listener → Override following methods.

- i) public void mousePressed(MouseEvent me) →
- ii) " " mouseClicked(" ") } Blank defn.
- iii) " " mouseReleased(" ") }
- iv) " " mouseEntered (" ") }
- v) " " mouseExited (" ") }

2) ItemListener Example

(Event-Handling-3)

- used for RadioButton, List, Choice and CheckBox AWT Controls.

- Override public void itemStateChanged(ItemEvent ie)

Example:

```
UI { Checkbox c1 = new Checkbox("Subj", null, false);
    c1.addItemListener(this);
    public void itemStateChanged(ItemEvent ie)
    {
        if(c1.getState()) → true if c1 is
    } } = selected.
```

3) KeyListener Example - handle events generated from keys of the keyboard.

Override → public void keyTyped(KeyEvent ke) *Imp.*
 ↳ public void keyTyped(KeyEvent ke)
 ↳ public void keyReleased(KeyEvent ke)

object
frame f;
f.addKeyListener(this);
void KeyTyped() {}
KeyReleased() {}
Key Pressed()
{ ke.getKeyChar(); }

Easy Engineering Classes – Free
YouTube Coaching

For Engineering Students of GGSIPU, UPTU and Other Universities,
Colleges of India

Event Handling Examples

i) ActionListener

↳ Interface

→ used to handle events caused by sources like Buttons,
MenuItems, etc.

→ override `public void actionPerformed(ActionEvent ae)`

Example: import java.awt.*;
event handling → import java.awt.event.*;
class eventtest extends Frame
implements ActionListener
{ Frame f;
Button b;
Textfield tf;
eventtest()
{ f = new Frame("Test");
b = new Button("Click");
tf = new Textfield(10);

(Event-Handling-2)

Easy Engineering Classes – Free YouTube Coaching

For Engineering Students of GGSIPU, UPTU and Other Universities,
Colleges of India

 f.add(b); f.add(tf);
 b.addActionListener(this); // Registration
}
 public void actionPerformed(ActionEvent ae)
 {
 String str = ae.getActionCommand();
 tf.setText(str);
 }
 p.s.v.m(String[] ar)
 {
 eventtest e = new eventtest();
 }
}

event handling.

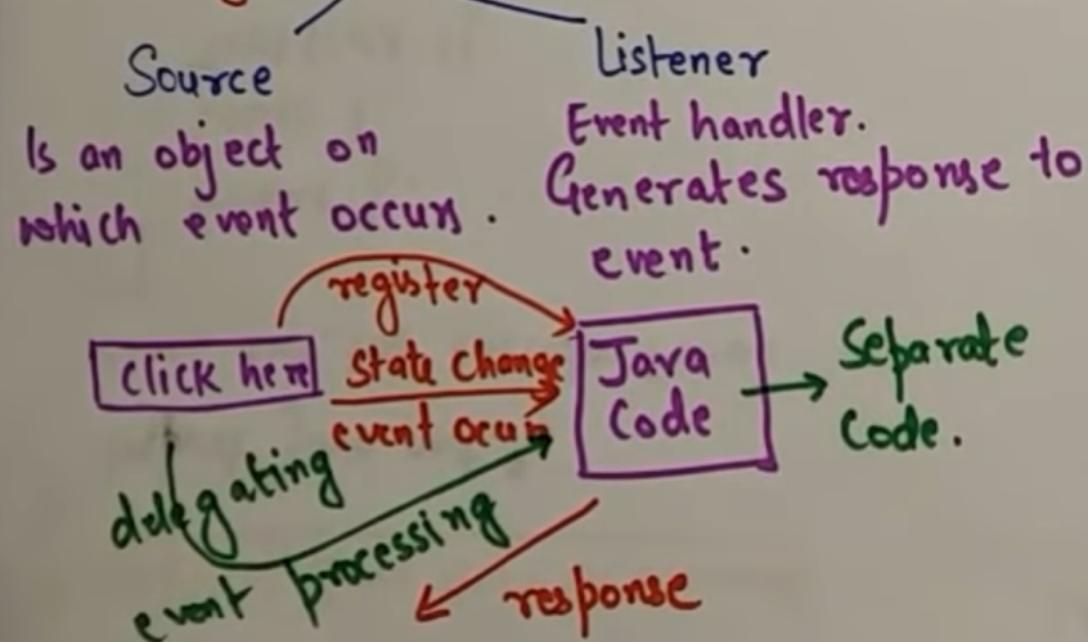
JAVA EVENT HANDLING

- Event is the change in the state of object or source.

e.g:-

- Event Handling is the mechanism that controls the event and decides what should happen if an event occurs.

- Delegation Event Model



(Event-handling-1)

Easy Engineering Classes – Free
YouTube Coaching

For Engineering Students of GGSIPU, UPTU and Other Universities,
Colleges of India

Click here →
event
Button is clicked

Benefit → User Interface logic
is separated from event
handler logic.