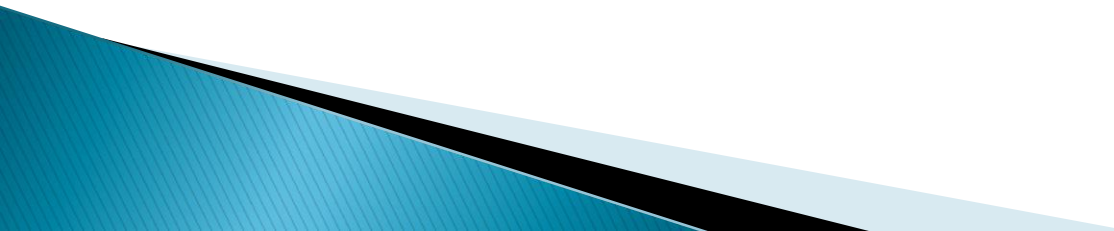


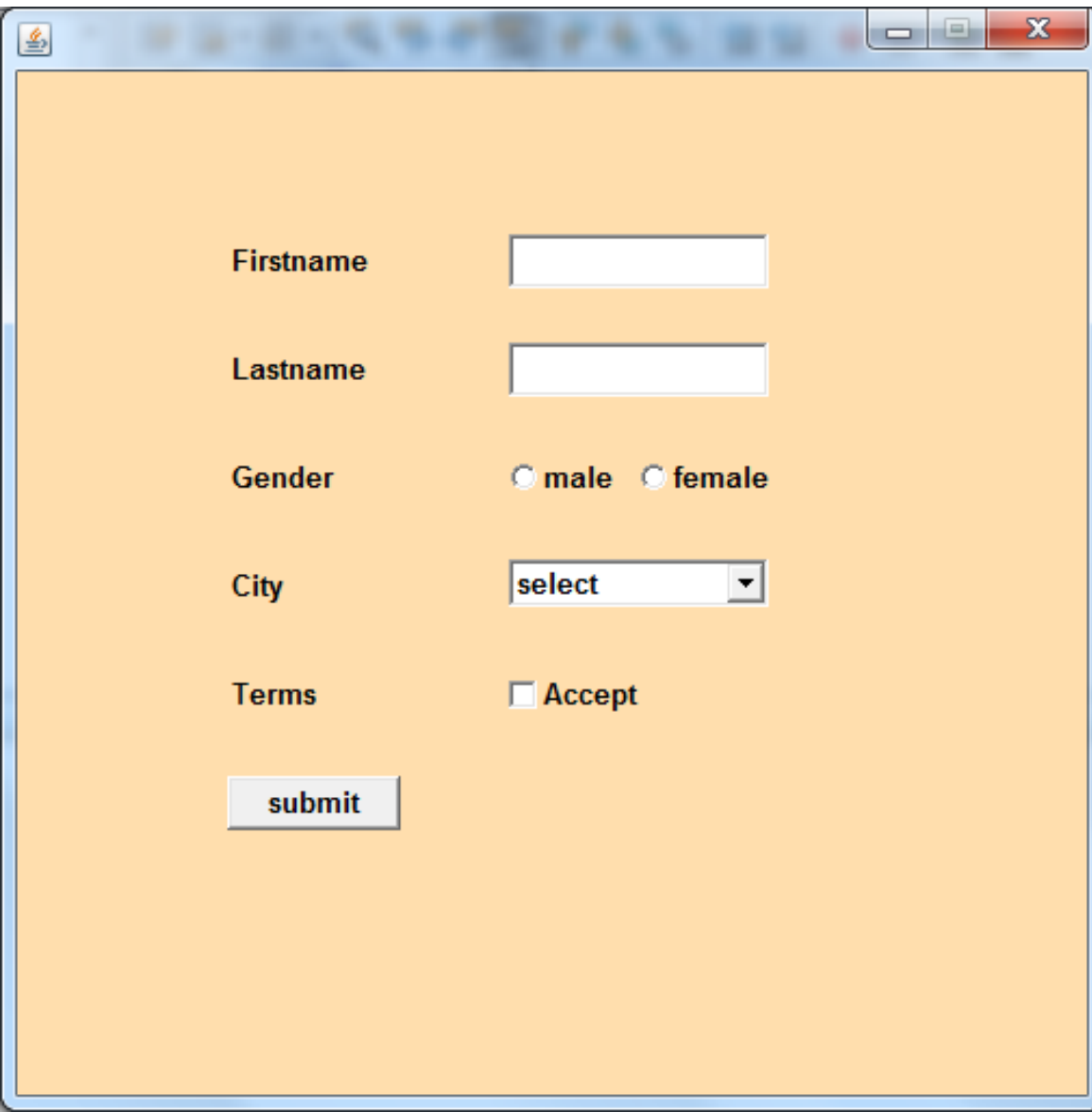
Event Handling



Event Handling

- ▶ **Event Source**
 - ▶ **Event Object**
 - ▶ **Event Listener**
- 

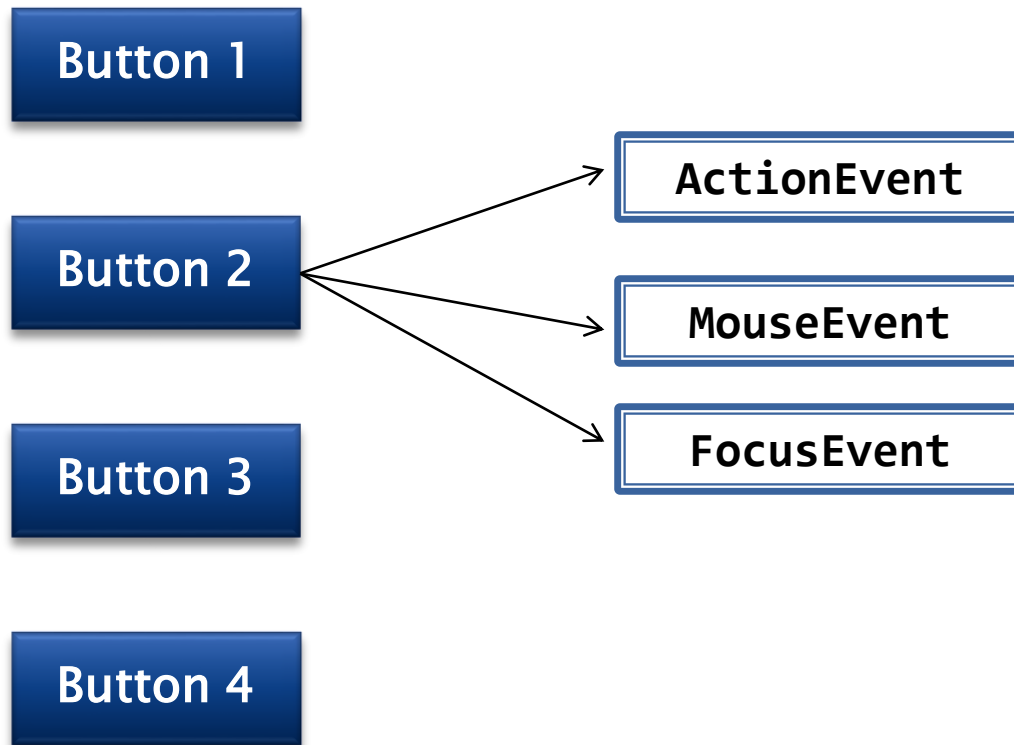
Event Source



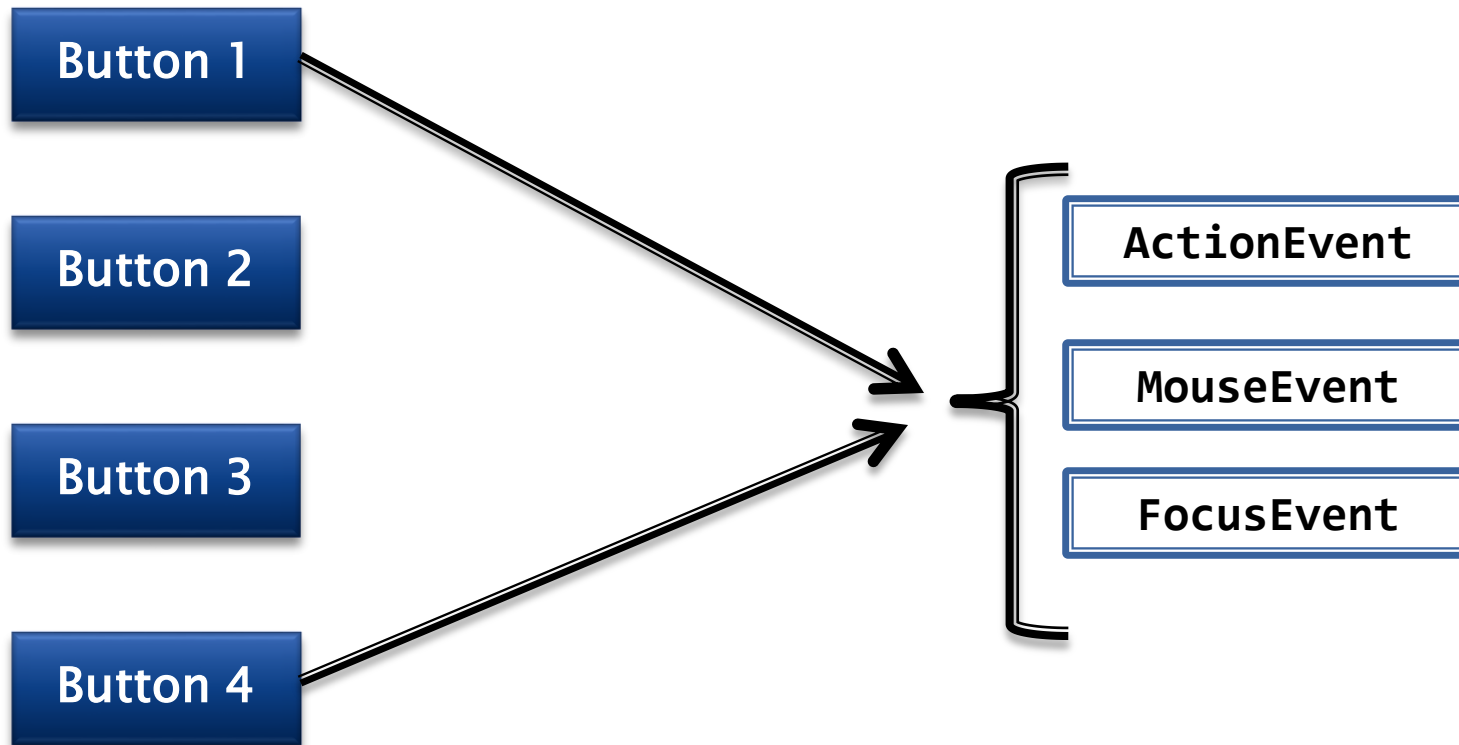
A web browser window displaying a registration form. The form is set against a light orange background and includes the following fields and controls:

- Firstname**: A text input field.
- Lastname**: A text input field.
- Gender**: Two radio buttons labeled **male** and **female**.
- City**: A dropdown menu with the text **select** and a downward arrow.
- Terms**: A checkbox followed by the text **Accept**.
- submit**: A button with the text **submit**.

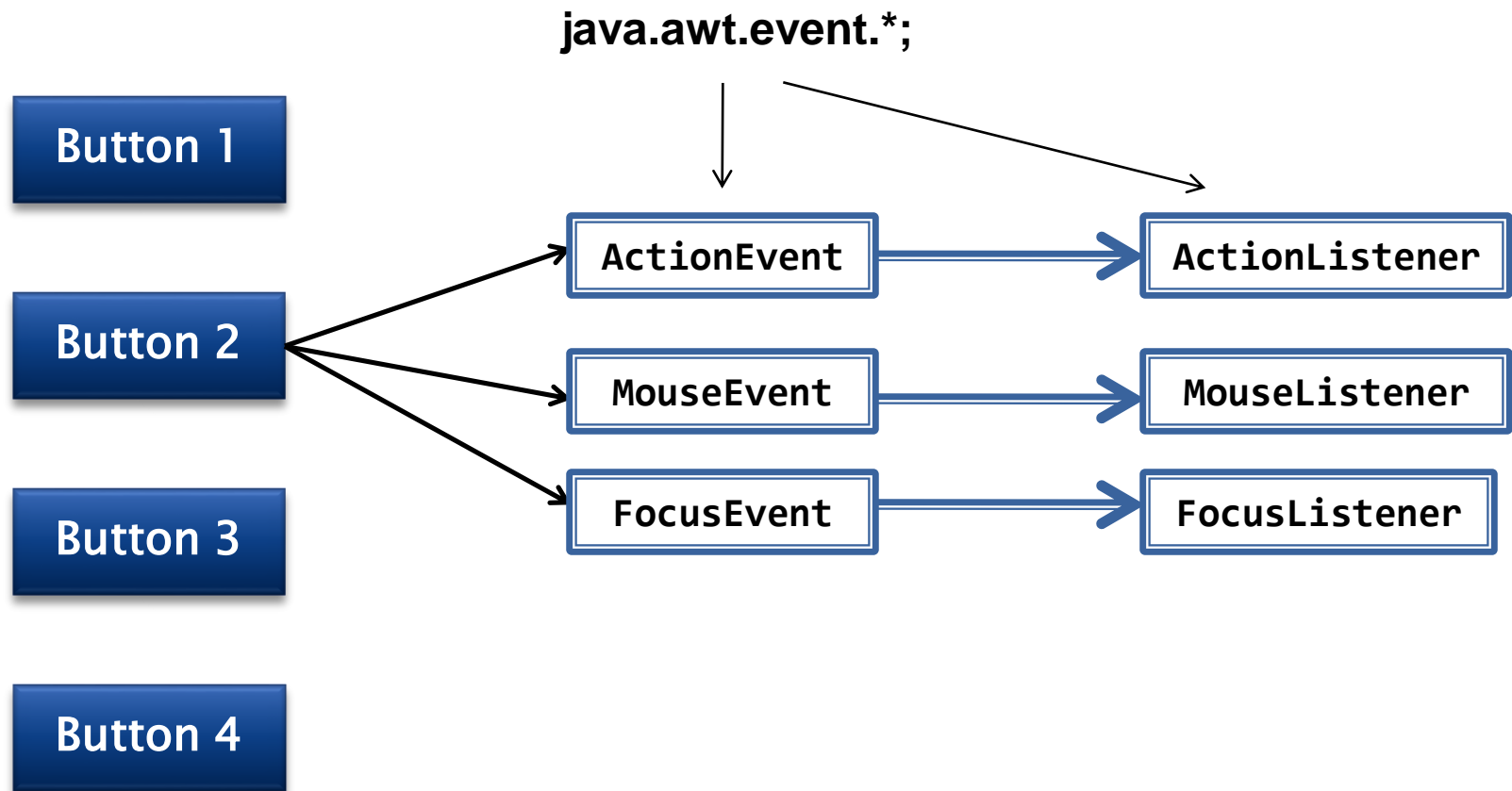
Event Source



Event Source



Event Source



EventObject and EventListener

- ▶ ActionEvent → ■ ActionListener
- ▶ TextEvent → ■ TextListener
- ▶ MouseEvent → ■ MouseListener
- ▶ FocusEvent → ■ FocusListener

To add a Listener

Button

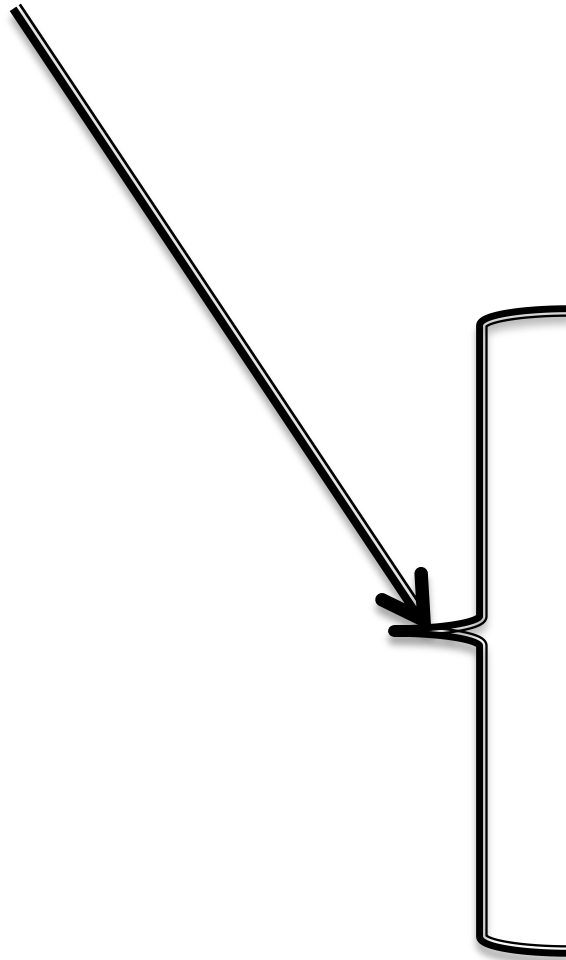
```
void addActionListener(ActionListener)
```

```
void addFocusListener(FocusListener)
```

```
void addMouseListener(MouseListener)
```



EventObject → **Object** `getSource()`



▶ ActionEvent

▶ TextEvent

▶ MouseEvent

▶ FocusEvent

EventListener

ActionListener

```
void actionPerformed(ActionEvent)
```

TextListener

```
void textValueChanged(TextEvent)
```

FocusListener

```
void focusGained(FocusEvent)
```

```
void focusLost(FocusEvent)
```

MouseMotionListener

```
void mouseDragged(MouseEvent)
```

```
void mouseMoved(MouseEvent)
```

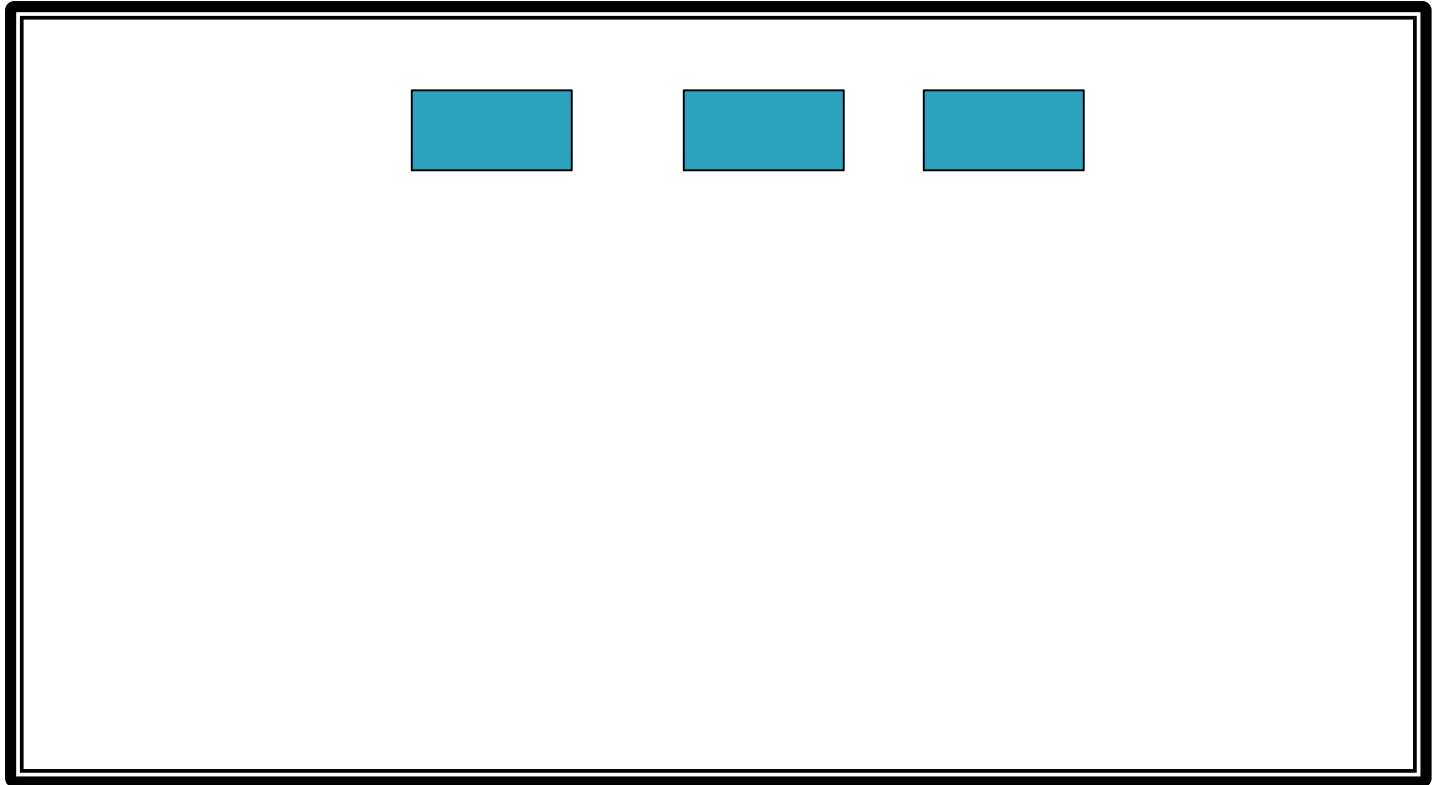


Layouts

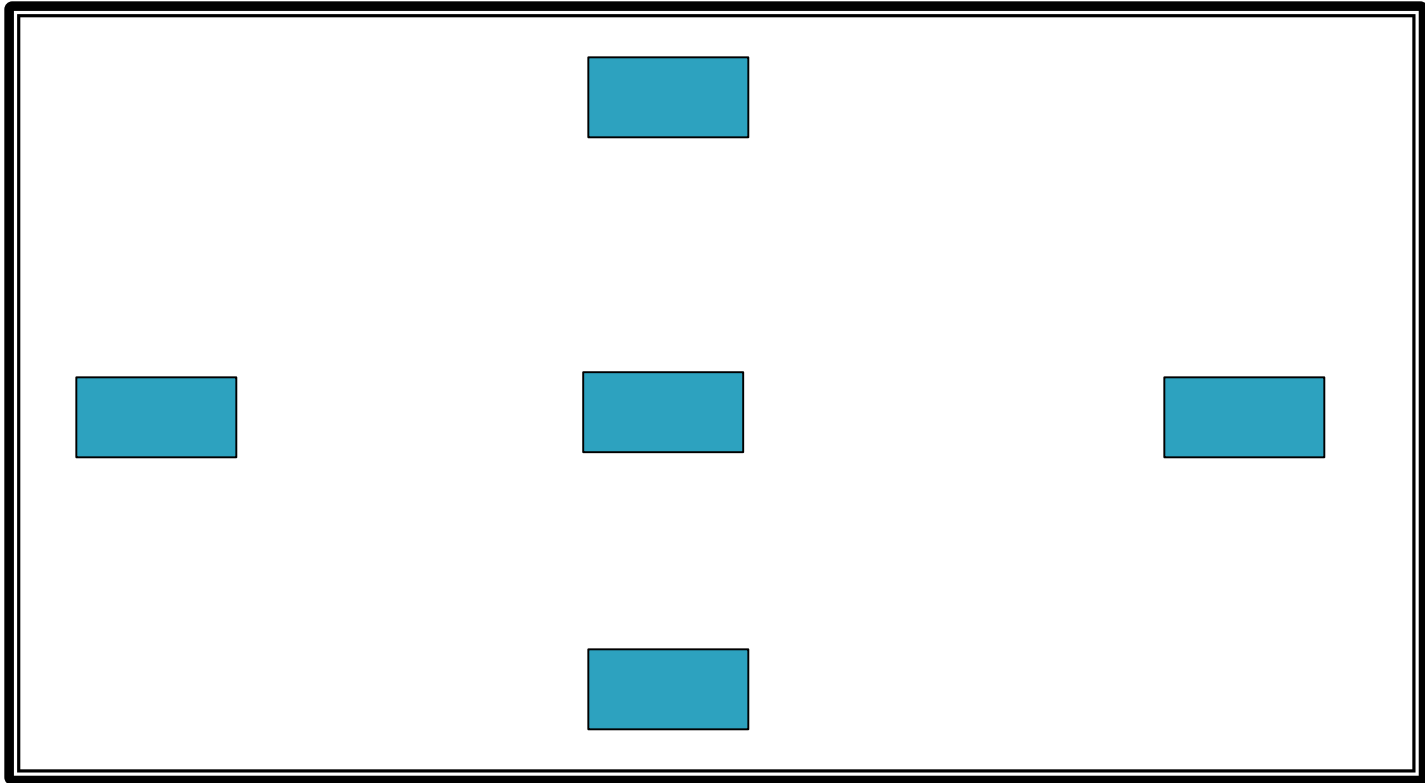
LayoutManager

- **FlowLayout**
- **BorderLayout**
- **GridLayout**

FlowLayout



BorderLayout



GridLayout

