Graphics and Animation:

Event-Driven Programming Part 2 - Event Listeners

def: ***event-driven programming*** is writing code that produces an interactive experience for the user.

def: an ***event*** is something that a user of an app does that causes a reaction from the computer.

def: a ***response*** is the name given to the reaction that a computer provides when "handling" an event.

def: a **_handler_** is a custom Python verb that teaches the computer how to do a particular response.

Q:
How do I listen for an event?

A:
Use the Python verbs **onKeypress**
onMouseclick

Example of event listeners

```
#handle the response
def drawDash ( ) :
        showImage ("dash.png")
```

```
onKeypress (pygame.K_a,drawDash)
```

```
onKeypress (pygame.K_UP,drawDash)
```

```
onMouseclick (drawDash)
```

fact: To use event listeners REQUIRES that you also define handlers!