

JavaFX Tutorial - JavaFX Event Handlers

Event handlers allows to handle events during the event bubbling phase.

Registering Event Handler

An event handler is an implementation of the EventHandler interface. To register a handler, use the addEventHandler() method.

```
scene.addEventHandler(DragEvent.DRAG_ENTERED,
    new EventHandler<DragEvent>() {
        public void handle(DragEvent e) {
            System.out.println("drag enter");
        }
    });
```

Full source code

```
import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.TextField;
import javafx.scene.input.DragEvent;
import javafx.stage.Stage;

/* w ww . j a va2s . c o m */

public class Main extends Application {
    public static void main(String[] args) {
        Application.launch(args);
    }
}
```

```
@Override
```

```
public void start(Stage primaryStage) {
```

```

Group root = new Group();
Scene scene = new Scene(root, 300, 250);

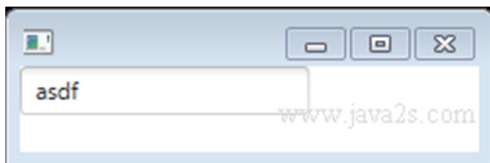
TextField textBox = new TextField();
textBox.setPromptText("Write here");

// Register an event handler for a single node and a specific event type
scene.addEventHandler(DragEvent.DRAG_ENTERED,
    new EventHandler<DragEvent>() {
        public void handle(DragEvent e) {
            System.out.println("drag enter");
        }
    });

root.getChildren().add(textBox);
primaryStage.setScene(scene);
primaryStage.show();
}
}

```

The code above generates the following result.



Reuse Event Handler

The following code defines an event handler object and reuse it to add event handler.

```

// Define an event handler
EventHandler handler = new EventHandler<InputEvent>() {

    public void handle(InputEvent event) {

```

```

        System.out.println("Handling event " + event.getEventType());
        event.consume();
    }
};
scene.addEventHandler(DragEvent.DRAG_EXITED, handler);

scene.addEventHandler(MouseEvent.MOUSE_DRAGGED, handler);

```

Full source code

```

import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.TextField;
import javafx.scene.input.DragEvent;
import javafx.scene.input.InputEvent;
import javafx.scene.input.MouseEvent;
import javafx.stage.Stage;

/*w w w . j a v a 2 s . c o m*/

public class Main extends Application {
    public static void main(String[] args) {
        Application.launch(args);
    }

    @Override
    public void start(Stage primaryStage) {
        Group root = new Group();
        Scene scene = new Scene(root, 300, 250);

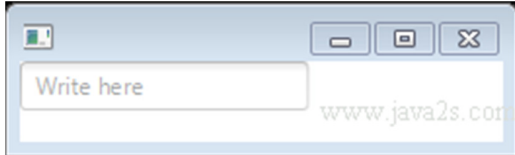
        TextField textBox = new TextField();
        textBox.setPromptText("Write here");

        // Define an event handler

```

```
EventHandler handler = new EventHandler<InputEvent>() {  
    public void handle(InputEvent event) {  
        System.out.println("Handling event " + event.getEventType());  
        event.consume();  
    }  
};  
scene.addEventHandler(DragEvent.DRAG_EXITED, handler);  
  
scene.addEventHandler(MouseEvent.MOUSE_DRAGGED, handler);  
  
root.getChildren().add(textBox);  
primaryStage.setScene(scene);  
primaryStage.show();  
}  
}
```

The code above generates the following result.



http://www.java2s.com/Tutorials/Java/JavaFX/1140_JavaFX_Event_Handlers.htm