With JavaFx we have the ability to create a variety of applications including web and Graphical User Interfaces. One of the most import concepts with these applications is how events are handled. In javafx we have an event class called javafx.event which is the base class. When we say an event, we are referring to whenever a user interacts with our application. A few examples of an event could be when a user clicks on a button, when they hover over a certain area or type a certain keyboard element.

When utilizing the concept of events, we often can break them down into two main categories and these are: Foreground events and Background events. With Foreground events we are referring to when a user directly interacts with a graphical component. This would be an event such as clicking a button. A Background event refers to an event that a user does not have to directly interact with. These could be things that have to do with operating systems for instance.

In our javafx.event class we have a few subclasses which include Mouse Events. Some of these ore mouse click, mouse pressed, mouse released and others. We also have Key Events which take place when a key stroke has occurred. A couple examples are when a key is pressed or released. In addition we have Drag Events which happen when a user drags the mouse. An example could be a drag over or drag dropped event. Lastly we have Window Events. These relate to window showing and hiding events and an example could be window hidden.