Event Handling

AN event occurs everytime a user types a character or presses a button

GUIs are event driven

* Mouse moving, buttons, typing

Three parts

* Event source
  + GUI component with which user interacts
* Event object
  + Encapsulates information about event that occurred
* Event listener
  + Receives event object about event that occurred.

Event listener

* An event listener is ann object
  + It listens for events from a specific GUI component
* When an event occurs, a method executes

JButton

* Component that user clicks to trigger a specific action.
* Rollover icon
  + Method setRolloverIcon
* JRadioButton
  + Two states, selected and unselected
  + Normally appear in group where one radio button can be selected at once.
* JComboBox
  + Generally used to display a list of things.

Mouse Events

* MouseListener, MouseMotionListener
* mousePressed, mouseClicked, mouseReleased, mouseEntered, mouseExited, mouseDragged, mouseMoved.