**YouTube tutorial 52-54 – Event handler program**

The code is used in a series of tutorials:

**2nd class – tuna.java:**

**import** java.awt.FlowLayout;

**import** java.awt.event.ActionListener;

**import** java.awt.event.ActionEvent;

**import** javax.swing.JFrame;

**import** javax.swing.JTextField;

**import** javax.swing.JPasswordField;

**import** javax.swing.JOptionPane;

**public** **class** tuna **extends** JFrame{

**private** JTextField item1;

**private** JTextField item2;

**private** JTextField item3;

**private** JPasswordField passwordField;

**public** tuna(){

**super**("The mighty title");

setLayout(**new** FlowLayout());

item1 = **new** JTextField(10);

add(item1);

item2 = **new** JTextField("enter text here");

add(item2);

item3 = **new** JTextField("uneditable", 20);

item3.setEditable(**false**);

add(item3);

passwordField = **new** JPasswordField("mypass");

add(passwordField);

thehandler handler = **new** thehandler();

item1.addActionListener(handler);

item2.addActionListener(handler);

item3.addActionListener(handler);

passwordField.addActionListener(handler);

}

**private** **class** thehandler **implements** ActionListener{

**public** **void** actionPerformed(ActionEvent event){

String string = "";

**if**(event.getSource()==item1)

string=String.*format*("field 1: %s", event.getActionCommand());

**else** **if**(event.getSource()==item2)

string=String.*format*("field 2: %s", event.getActionCommand());

**else** **if**(event.getSource()==item3)

string=String.*format*("field 3: %s", event.getActionCommand());

**else** **if**(event.getSource()==passwordField)

string=String.*format*("password field is : %s", event.getActionCommand());

JOptionPane.*showMessageDialog*(**null**, string);

}

}

}

**1st class – apples.java**

**import** javax.swing.JFrame;

**class** apples{

**public** **static** **void** main(String[]args){

tuna bucky = **new** tuna();

bucky.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

bucky.setSize(350, 100);

bucky.setVisible(**true**);

}

}

* First of all, bucky imports all the necessary functions necessary, all of which could have been imported through:

import java.awt.\*;

import javax.swing.\*;﻿

* He introduces item variables as text fields, and one as password field.
* item3 = **new** JTextField("uneditable", 10); It can take 1 or 2 arguments. When given only one argument, which is a string, the default length value will be 20. The second argument stands for the length of the text field.
* To make an action listener, a whole new class needs to be made. Thus, bucky makes a class named *thehandler*. It uses some given names such as actionPerformed, ActionEvent etc. that are essential.
* He makes an empty string, and puts what the user inputs to the string value.