

Java Level 12.

Managing Simple Events and Interactivity

1. Mouse Clicks
2. mouseDown and mouseUp
3. An Example: Spots
4. Mouse Movements
5. mouseDrag and mouseMove
6. mouseEnter and mouseExit
7. An Example: Drawing Lines
8. Keyboard Events
9. The keyDown Method
10. Default Keys
11. An Example: Entering, Displaying, and Moving Characters
12. Testing for Modifier Keys 232
13. The AWT Event Handle