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6] Post - Experiment Exercise

A) Extended Theory :-

1) Explain java event class & listener interface
Changing the state of an object is known as an event. The event listener represents the interface responsible to handle events.
Java provides us various event listener classes but we will discuss those which are more frequently used.
Every method of the event listner has an single argument as an object which is subclass of Event Object class.
For eg, mouse event listener methods will accept instance of mouse event, where mouse event drives from Event Object.
Event listener Interface :-
It is a maker interface which every listener interface has to extend. This class is defined in java.util. package.
Following are the commonly used event listener :-
1) Action Listener :- This interface is used for recieving the action events.
2) Component Listener :- This interface is used for recieving the component events.
3) Item Listener :- This interface is used for recieving the item events.

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4) Key listener :- This interface is used for receiving the key events.

5) Mouse listener :- This interface is used for receiving the mouse events.

D) Conclusion :-

In this experiment we have implemented eventhandling using Swing components. We have written applications to study the how event handling is implemented in Swing.

Event handling in Java swing toolkit is very versitile & powerful. Java uses event delegation model.

All GUI based interface applications are event driven. Event handeling controls the event & decides what should happen if a particular event occurs.