CS202 Java Object Oriented Programming
GUI Programming – Event Handling

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Events
- Mouse clicks
- Mouse movement
- Keyboard input
- Window state changes (minimized, maximized, closed)
- Table or list selection changes
- ...

GUI Toolkit

<table>
<thead>
<tr>
<th>User Input</th>
<th>GUI Toolkit</th>
<th>Application Code</th>
</tr>
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<tbody>
<tr>
<td>keyboard</td>
<td></td>
<td>Do something with keyboard input</td>
</tr>
<tr>
<td>mouse</td>
<td></td>
<td>Do something with mouse input</td>
</tr>
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Callback Functions and Events

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Callback Functions and Event

- Callback functions
  - Function names are pre-defined – so the GUI toolkit knows which function to invoke when it receive some user input
  - No function implementation – exactly what to do with the input is left to the application
- Events
  - Parameters to the callback functions
  - Information about the user input
    - Which key is pressed, which button is clicked, position of the cursor ...

Java Event Handling

- Application
  - Event handling code must implement some event listener interface
  - Event handler must be registered to some GUI component(s)
    - component.addActionListener(EventHandler)
- System
  - When certain event happens, system creates an event object
  - Invokes event handling code with the event object as parameter
Three Important Types of Events

- Action events
- Mouse events
- Mouse motion events

Action Events

- Clicks a button, presses Return when typing in a text field, or chooses a menu item
- `ActionEvent` class
  - `getSource()`
  - `getActionCommand()`

Handle Action Events

- Register to listen to Action Events
  - `component.addActionListener( EventHandler )`
- `EventHandler` must be an object of a class which implements the `ActionListener` interface

```java
public interface ActionListener {
    public void actionPerformed(ActionEvent e);
}
```

Mouse Events

- Presses a mouse button while the cursor is over a component
- `MouseEvent` class
  - `getButton()`
  - `getClickCount()`
  - `getX()`
  - `getY()`

Handle Mouse Events

- Register to listen to Mouse Events
  - `component.addMouseListener( MouseListener )`
- `MouseListener` must be an object of a class which implements the `MouseListener` interface

```java
public interface MouseListener {
    public void mouseClicked(MouseEvent e);
    public void mouseEntered(MouseEvent e);
    public void mouseExited(MouseEvent e);
    public void mousePressed(MouseEvent e);
    public void mouseReleased(MouseEvent e);
}
```

Mouse Motion Events

- Moves the mouse over a component
- Mouse motion events are also represented by the `MouseEvent` class
Handle Mouse Motion Events

- Register to listen to Mouse Motion Events
  - component.addMouseMotionListener(
    EventHandler)
- `EventHandler` must be an instance of a class
  which implements the MouseMotionListener
  interface

```
public interface MouseMotionListener {
    public void mouseMoved( MouseEvent e );
    public void mouseDragged( MouseEvent e );
}
```

Mouse Event Example

- `DrawLines.java`

```
/*
/**
 *  @param x
 *  @param y
 *  @returns void
 */
```

Better Event Handling Code – Inner Class

- Do we have to use the main class as the event handler?

```
public class EventDemo extends JFrame {
    SomeEventHandler h = new SomeEventHandler();
    JButton b = new JButton( "Button" );
    b.addActionListener( h );
    ...
    class SomeEventHandler implements ActionListener {
        ...
    }
}
```

Better Event Handling Code – Adapter Class

- Do we have to leave all those empty methods
  around?

```
public class EventDemo extends JFrame {
    SomeEventHandler h = new SomeEventHandler();
    JButton b = new JButton( "Button" );
    b.addActionListener( h );
    ...
    class SomeEventHandler extends MouseAdapter {
        ...
    }
}
```

Better(?) Event Handling Code – Anonymous Inner Class

- Do we have to use the same class to handle
  the events for all components?

```
public class EventDemo extends JFrame {
    JButton b = new JButton( "Button" );
    b.addActionListener( new MouseAdapter() {
        public void mouseClicked( MouseEvent e ) {
            ...
        }
    });
    ...
}
```