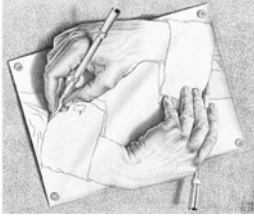


Lecture 24



Event handling

Chapter 17
Event handling

Introduction

- Our graphical user interface (GUI) programs are event based



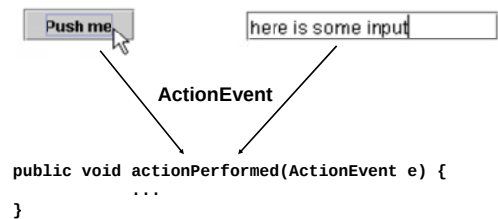
Java Events

- There are different object types in Java to represent different kinds of events

Event	Occurs when
ActionEvent	click a JButton, or press "enter" in a JTextField
MouseEvent	press or release the mouse button, or move the mouse
KeyEvent	press a key on the keyboard

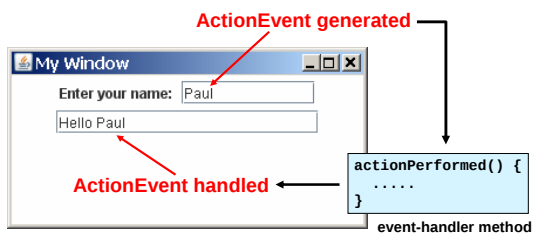
ActionEvents

- We process ActionEvents by defining a method which is automatically called whenever an ActionEvent occurs

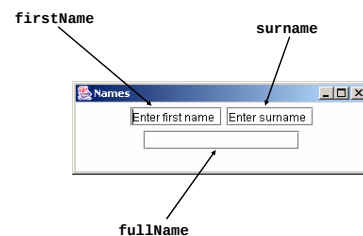


actionPerformed()

- The actionPerformed() method is an "event-handler" because it *handles* the event



ActionEvents from JTextFields



```

public class MyJPanel extends JPanel {

    private JTextField firstName;
    private JTextField surname;
    private JTextField fullName;

    public MyJPanel() {
        firstName = new JTextField("Enter first name");
        surname = new JTextField("Enter surname");
        fullName = new JTextField(15);

        add(firstName);
        add(surname);
        add(fullName);

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField firstName;
    private JTextField surname;
    private JTextField fullName;

    public MyJPanel() {
        firstName = new JTextField("Enter first name");
        surname = new JTextField("Enter surname");
        fullName = new JTextField(15);

        add(firstName);
        add(surname);
        add(fullName);

    }

    public void actionPerformed(ActionEvent e){

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField firstName;
    private JTextField surname;
    private JTextField fullName;

    public MyJPanel() {
        firstName = new JTextField("Enter first name");
        surname = new JTextField("Enter surname");
        fullName = new JTextField(15);

        add(firstName);
        add(surname);
        add(fullName);

        firstName.addActionListener(this);
        surname.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField firstName;
    private JTextField surname;
    private JTextField fullName;

    public MyJPanel() {
        firstName = new JTextField("Enter first name");
        surname = new JTextField("Enter surname");
        fullName = new JTextField(15);

        add(firstName);
        add(surname);
        add(fullName);

        firstName.addActionListener(this);
        surname.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){
        String first = firstName.getText();
        String second = surname.getText();
        String full = first + " " + second;
        fullName.setText(full);

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField firstName;
    private JTextField surname;
    private JTextField fullName;

    public MyJPanel() {
        firstName = new JTextField("Enter first name");
        surname = new JTextField("Enter surname");
        fullName = new JTextField(15);

        add(firstName);
        add(surname);
        add(fullName);

        firstName.addActionListener(this);
        surname.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){
        String first = firstName.getText();
        String second = surname.getText();
        String full = first + " " + second;
        fullName.setText(full);

    }

}

```

ActionEvents from JButtons



```

public class MyJPanel extends JPanel {

    private JTextField message;
    private JButton click;

    public MyJPanel() {
        click = new JButton("Push me");
        message = new JTextField(15);

        add(click);
        add(message);

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField message;
    private JButton click;

    public MyJPanel() {
        click = new JButton("Push me");
        message = new JTextField(15);

        add(click);
        add(message);

    }

    public void actionPerformed(ActionEvent e){

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField message;
    private JButton click;

    public MyJPanel() {
        click = new JButton("Push me");
        message = new JTextField(15);

        add(click);
        add(message);

        click.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){

    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField message;
    private JButton click;

    public MyJPanel() {
        click = new JButton("Push me");
        message = new JTextField(15);

        add(click);
        add(message);

        click.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){
        message.setText("OUCH!");
    }

}

```

```

public class MyJPanel extends JPanel implements ActionListener {

    private JTextField message;
    private JButton click;

    public MyJPanel() {
        click = new JButton("Push me");
        message = new JTextField(15);

        add(click);
        add(message);

        click.addActionListener(this);

    }

    public void actionPerformed(ActionEvent e){
        message.setText("OUCH!");
    }

}

```

The Scope of the JTextFields

- The JTextFields (in the previous examples) are instance variables because:
 - they are referred to in the constructor method of the MyJPanel class when they are created
 - they are also referred to in the actionPerformed() method so that we can get and set the text in them.
- For this reason they must be defined as instance variables so that both methods can refer to them

Which component?

- In the body of the actionPerformed() method, we can determine which component caused the event by calling:

e.getSource()



```
public void actionPerformed(ActionEvent e) {  
    if (e.getSource() == happyButton) {  
        stateOfMind.setText("You are happy.");  
    } else if (e.getSource() == sadButton) {  
        stateOfMind.setText("You are sad.");  
    }  
}
```