

Java GUI Programming

AWT/SWING - Event

AWT EVENT-DRIVEN PROGRAMING

ERIC Y. CHOU, PH.D.

IEEE SENIOR MEMBER

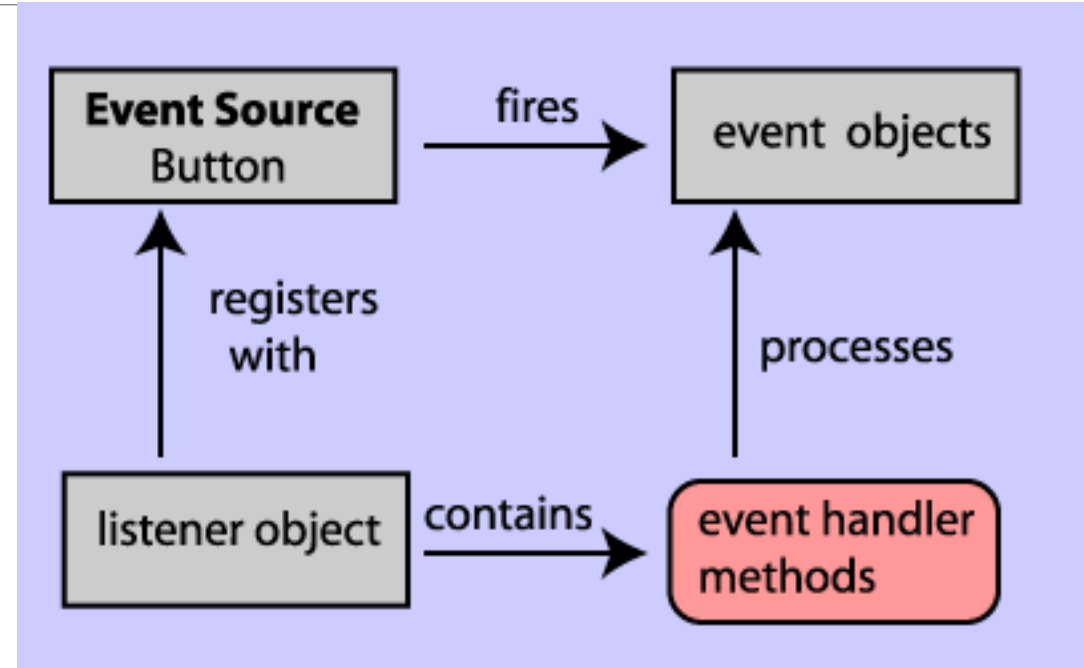
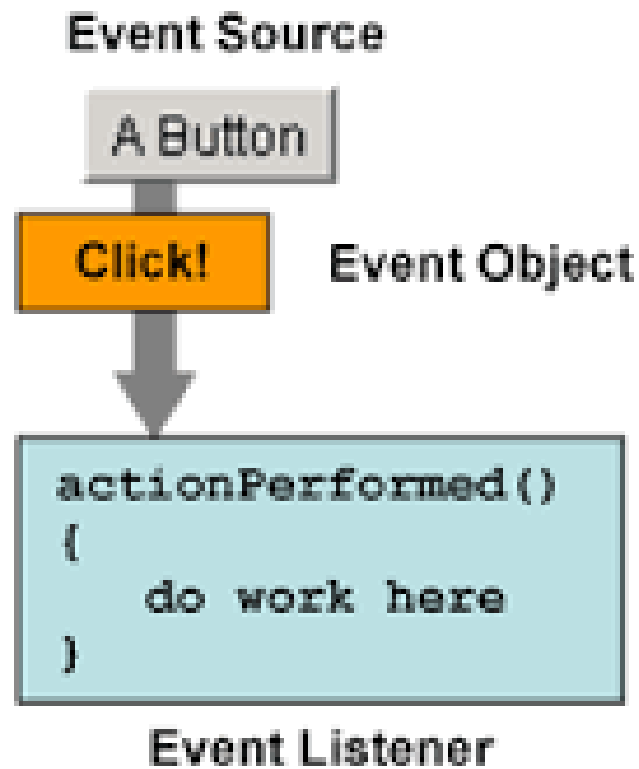


Procedural vs. Event-Driven Programming

- Procedural programming is executed in procedural order.
- In event-driven programming, code is executed upon activation of events.



Event-Driven Paradigm in AWT/Swing



- Event Listener also known as Event Handler.
- Object to follow the action is also called Event Target.



Register an Event Listener and Handler

1. Define the Listener Class
2. Create an Listener object
3. Attach the Listener object to button

Source object (e.g., button)

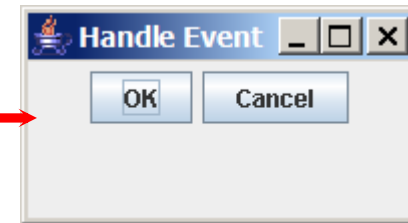
Listener object contains a
method for processing the
event.



Trace Execution

```
public class HandleEvent extends JFrame {  
    public HandleEvent() {  
        ...  
        OKListenerClass listener1 = new OKListenerClass();  
        jbtOK.addActionListener(listener1);  
        ...  
    }  
  
    public static void main(String[] args) {  
        ...  
    }  
}
```

1. Start from the
main method to
create a window and
display it



```
class OKListenerClass implements ActionListener {  
    public void actionPerformed(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
}
```

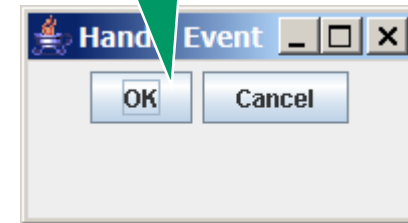


Trace Execution

```
public class HandleEvent extends JFrame {  
    public HandleEvent() {  
        ...  
        OKListenerClass listener1 = new OKListenerClass();  
        jbtOK.addActionListener(listener1);  
        ...  
    }  
  
    public static void main(String[] args) {  
        ...  
    }  
}
```

```
class OKListenerClass implements ActionListener {  
    public void actionPerformed(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
}
```

2. Click OK

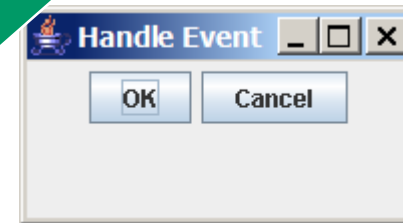




Trace Execution

```
public class HandleEvent extends JFrame {  
    public HandleEvent() {  
        ...  
        OKListenerClass listener1 = new OKListenerClass();  
        jbtOK.addActionListener(listener1);  
        ...  
    }  
  
    public static void main(String[] args) {  
        ...  
    }  
}  
  
class OKListenerClass implements ActionListener {  
    public void actionPerformed(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
}
```

3. Click OK. The JVM invokes the listener's actionPerformed method





Demo Program: HandleEvent.java

Go BlueJ!!!



ActionListener Class and Event Handler

Create an listener object (Listener Object):

```
OKListenerClass listener1 = new OKListenerClass();
```

Add the Listener to button (Event Source):

```
jbtOK.addActionListener(listener1);
```

Listener Class Definition and the Event Handler Method:

```
class OKListenerClass implements ActionListener {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
}
```

Anonymous Inner Class:

```
jbtOK.addActionListener(new ActionListener(){  
    public void actionPerformed(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
});
```

Lambda Expression:

```
jbtOK.addActionListener(e -> {  
    System.out.println("OK button clicked");  
});
```