

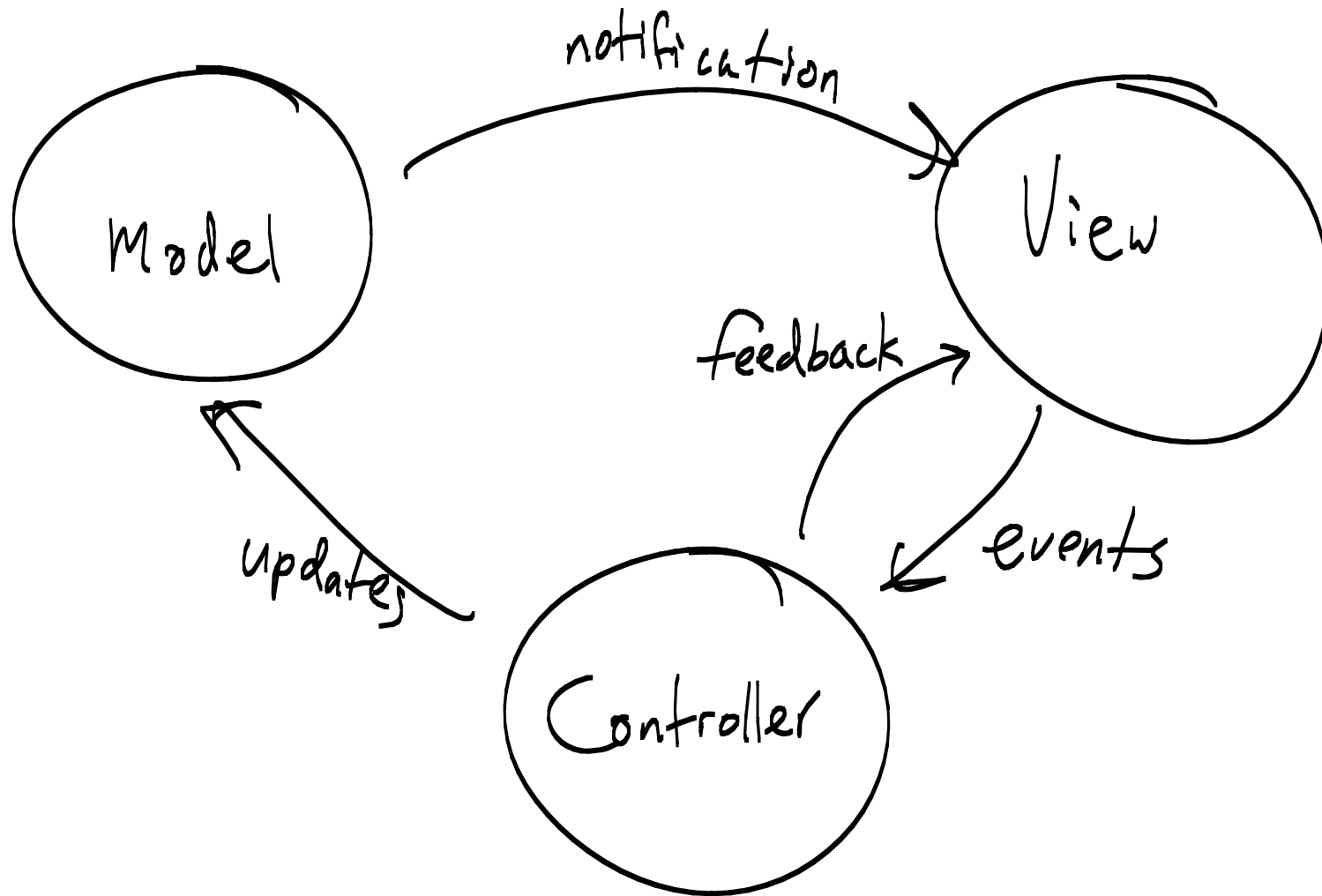
Event Handling and Interactive Graphics

Note Title

3/1/2007

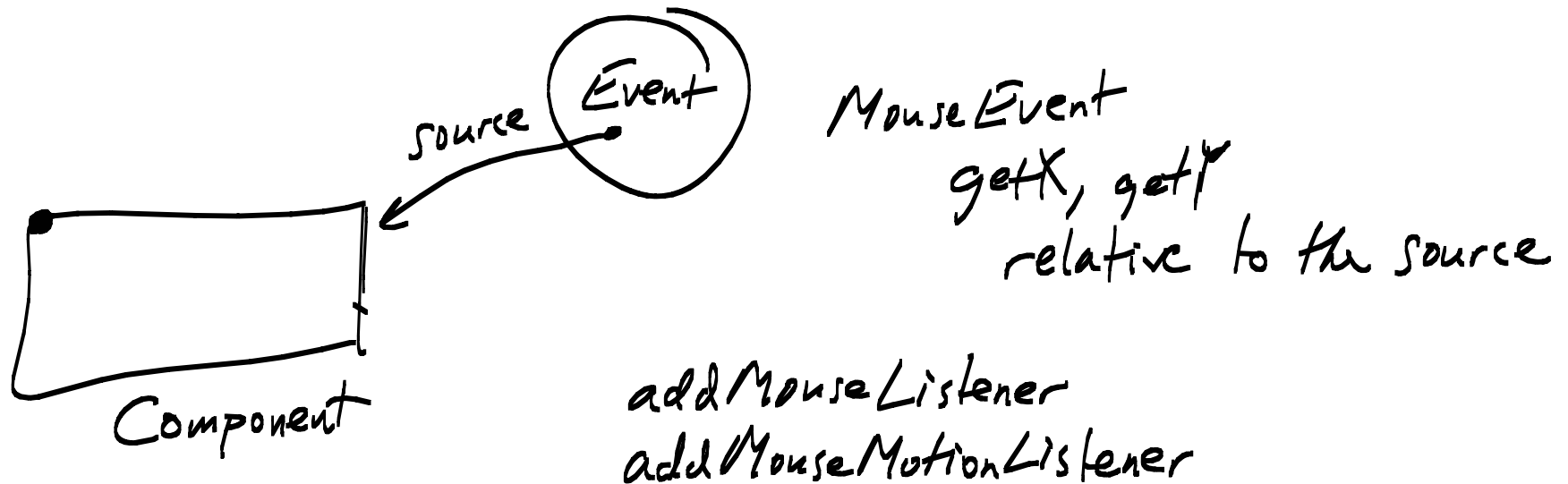
Midterm — Next Thursday in class (location TBA)

- ① Class Hierarchy Design
- ② Persistence & I/O
- ③ GUI design, events, inner classes



AWT EventLoop — handles mouse & keyboard events

Event Queue — an event is an object added to the queue



addMouseListener

mousePressed (MouseEvent me)
mouseReleased "
mouseClicked "

} MouseListener
interface

addMouseMotionListener

↓
mouseMoved "
mouseDragged "
mouseEntered "
mouseExited "

} MouseMotionListener
interface

MouseMotionAdapter — implements MouseMotionListener & does nothing for all methods

