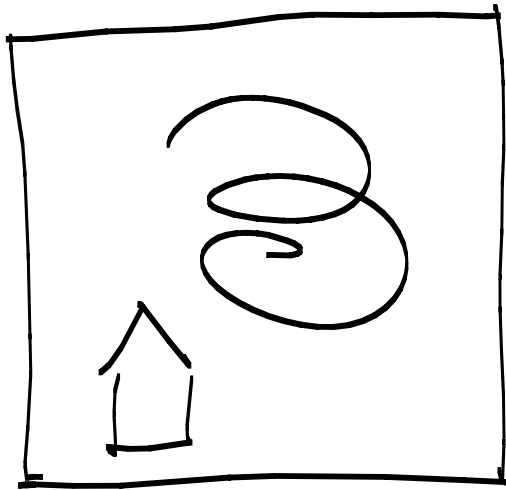


Events and Controllers

Note Title

3/6/2007



GeneralPath —

moveTo (x,y) — pen is up

lineTo (x,y) — draws from
previous pos to
current pos

reset() — clears all points

See Scribble.java

view — paints the picture

model — the points + lines connecting them

controller — ① draw during a drag

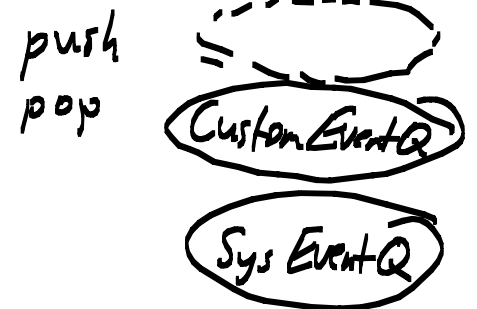
③ double-click
resets the drawing

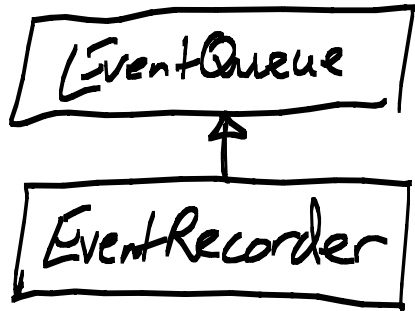
② when mouse button goes down,
move to cursor (but not draw)

EventQueue — keeps all events waiting to be processed

- ① O.S. notifies Java event handler of an event for that app.
- ② Java enqueues the event as an Event object
- ③ Separate thread — Event Loop consumes event objects one at a time & dispatches them

Default system event queue exists, but you can replace it...

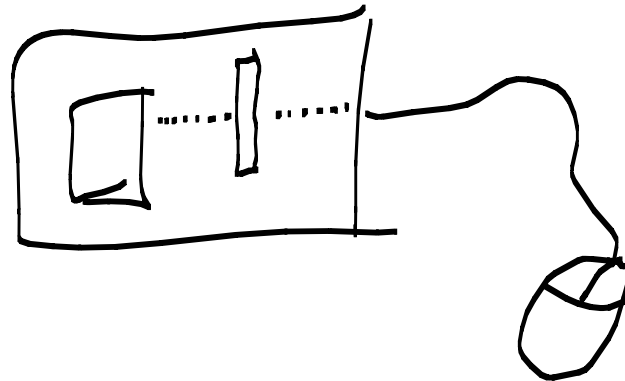




override
dispatch

- ① remember info. about the event
- ② super.dispatch

See `EventRecorder.java`
and `EventInfo.java`



Player uses the Robot class

lets you control the cursor

move (x,y)

mousePressed (buttons)

⋮

→ • delay (milliseconds)

→ • wait until the event queue is clear →

set

we'll
use
both

See `EventPlayer.java`