Event Handling and Interactive Graphics

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

Component

Event

source

MouseEvent

getX, getY relative to the source

addMouseListener
addMouseMotionListener
add MouseListener
    mousePressed (MouseEvent me)
    mouseReleased
    mouseClicked
} MouseListener interface

add MouseMotionListener
    mouseMoved
    mouseDragged
    mouseEntered
    mouseExited
} MouseMotionListener interface

MouseMotionAdapter — implements MouseMotionListener and does nothing for all methods
Mouse x, y relative to the current location.

Need to add x + y, but subtract the offset to get the new location.