Events and Controllers

General Path
- `moveTo (x, y)` — pen is up
- `lineTo (x, y)` — draws from previous pos to current pos
- `reset()` — clears all points

View - paints the picture
Model - the points+lines connecting them
Controller -
  - 0 draw during a drag
  - 1 when mouse button goes down, move to cursor (but not draw)
  - 2 double-click resets the drawing

See Scribble.java
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 — EventLoop consumes event objects one at a time and dispatches them

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

EventRecorder

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)

we'll use both

- * delay (milliseconds)
- * wait until the event queue is clear

See EventPlayer.java