

# AWT EVENT CLASSES

[http://www.tutorialspoint.com/awt/awt\\_event\\_classes.htm](http://www.tutorialspoint.com/awt/awt_event_classes.htm)

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The Event classes represent the event. Java provides us various Event classes but we will discuss those which are more frequently used.

## EventObject class

It is the root class from which all event state objects shall be derived. All Events are constructed with a reference to the object, the **source**, that is logically deemed to be the object upon which the Event in question initially occurred upon. This class is defined in java.util package.

## Class declaration

Following is the declaration for **java.util.EventObject** class:

```
public class EventObject
    extends Object
    implements Serializable
```

## Field

Following are the fields for **java.util.EventObject** class:

- **protected Object source** -- The object on which the Event initially occurred.

## Class constructors

### S.N. Constructor & Description

- |   |  |
|---|--|
| 1 | <b>EventObject</b> <i>Objectsource</i><br>Constructs a prototypical Event. |
|---|--|

## Class methods

### S.N. Method & Description

- |   |   |
|---|---|
| 1 | <b>Object</b> <b>getSource</b><br>The object on which the Event initially occurred.   |
| 2 | <b>String</b> <b>toString</b><br>Returns a String representation of this EventObject. |

## Methods inherited

This class inherits methods from the following classes:

- java.lang.Object

## AWT Event Classes:

Following is the list of commonly used event classes.

Sr. No.	Control & Description
1	<p><a href="#">AWTEvent</a></p> <p>It is the root event class for all AWT events. This class and its subclasses supercede the original java.awt.Event class.</p>
2	<p><a href="#">ActionEvent</a></p> <p>The ActionEvent is generated when button is clicked or the item of a list is double clicked.</p>
3	<p><a href="#">InputEvent</a></p> <p>The InputEvent class is root event class for all component-level input events.</p>
4	<p><a href="#">KeyEvent</a></p> <p>On entering the character the Key event is generated.</p>
5	<p><a href="#">MouseEvent</a></p> <p>This event indicates a mouse action occurred in a component.</p>
6	<p><a href="#">TextEvent</a></p> <p>The object of this class represents the text events.</p>
7	<p><a href="#">WindowEvent</a></p> <p>The object of this class represents the change in state of a window.</p>
8	<p><a href="#">AdjustmentEvent</a></p> <p>The object of this class represents the adjustment event emitted by Adjustable objects.</p>
9	<p><a href="#">ComponentEvent</a></p> <p>The object of this class represents the change in state of a window.</p>
10	<p><a href="#">ContainerEvent</a></p> <p>The object of this class represents the change in state of a window.</p>
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### [MouseEvent](#)

The object of this class represents the change in state of a window.

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### [PaintEvent](#)

The object of this class represents the change in state of a window.

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