SWING - EVENT ADAPTERS

Adapters are abstract classes for receiving various events. The methods in these classes are empty. These classes exists as convenience for creating listener objects.

SWING Adapters:

Following is the list of commonly used adapters while listening GUI events in SWING.

Sr. No.	Adapter & Description
1	FocusAdapter An abstract adapter class for receiving focus events.
2	KeyAdapter An abstract adapter class for receiving key events.
3	MouseAdapter An abstract adapter class for receiving mouse events.
4	MouseMotionAdapter An abstract adapter class for receiving mouse motion events.
5	WindowAdapter An abstract adapter class for receiving window events.