

SWING - EVENT CLASSES

http://www.tutorialspoint.com/swing/swing_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
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|---|--|
| 1 | EventObject <i>Objectsource</i>
Constructs a prototypical Event. |
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Class methods

S.N.	Method & Description
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|---|---|
| 1 | Object getSource
The object on which the Event initially occurred. |
| 2 | String toString
Returns a String representation of this EventObject. |

Methods inherited

This class inherits methods from the following classes:

- java.lang.Object

SWING Event Classes:

Following is the list of commonly used event classes.

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