SWING - EVENT LISTENERS

The Event listener represent the interfaces responsible to handle events. Java provides us various Event listener classes but we will discuss those which are more frequently used. Every method of an event listener method has a single argument as an object which is subclass of EventObject class. For example, mouse event listener methods will accept instance of MouseEvent, where MouseEvent derives from EventObject.

EventListner interface

It is a marker interface which every listener interface has to extend.This class is defined in java.util package.

Class declaration

Following is the declaration for **java.util.EventListener** interface:

```
public interface EventListener
```

SWING Event Listener Interfaces:

Following is the list of commonly used event listeners.

Sr. No.	Control & Description
1	ActionListener This interface is used for receiving the action events.
2	ComponentListener This interface is used for receiving the component events.
3	ItemListener This interface is used for receiving the item events.
4	KeyListener This interface is used for receiving the key events.
5	MouseListener This interface is used for receiving the mouse events.
6	WindowListener This interface is used for receiving the window events.
7	AdjustmentListener This interface is used for receiving the adjusmtent events.
8	ContainerListener This interface is used for receiving the container events.

9   MouseMotionListener

        This interface is used for receiving the mouse motion events.

10   FocusListener

        This interface is used for receiving the focus events.