

SWING - PAINTEVENT CLASS

http://www.tutorialspoint.com/swing/swing_paint_event.htm

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Introduction

The Class **PaintEvent** used to ensure that paint/update method calls are serialized along with the other events delivered from the event queue

Class declaration

Following is the declaration for **java.awt.event.PaintEvent** class:

```
public class PaintEvent
    extends ComponentEvent
```

Field

Following are the fields for **java.awt.Component** class:

- **static int PAINT** -- The paint event type.
- **static int PAINT_FIRST** -- Marks the first integer id for the range of paint event ids.
- **static int PAINT_LAST** -- Marks the last integer id for the range of paint event ids.
- **static int UPDATE** -- The update event type.

Class constructors

S.N.	Constructor & Description
1	PaintEvent <i>Componentsource, intid, RectangleupdateRect</i> Constructs a PaintEvent object with the specified source component and type.

Class methods

S.N.	Method & Description
1	Rectangle getUpdateRect Returns the rectangle representing the area which needs to be repainted in response to this event.
2	String paramString Returns a parameter string identifying this event.
3	void setUpdateRect <i>RectangleupdateRect</i> Sets the rectangle representing the area which needs to be repainted in response to this event.

Methods inherited

This class inherits methods from the following classes:

- `java.awt.ComponentEvent`
- `java.awt.AWTEvent`
- `java.util.EventObject`
- `java.lang.Object`

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