

What is an Event ?

An event is an object that describes a straight chance in a source. E.g. — pressing a button entering a character via keyboard etc. are user defined events. Event may also be generated when a timer expires, a counter exceeds, a software or hardware failure (internal event).

What is Event Listener ?

A listeners is an object that is notified when an event occurs. The methods that receives and process events are defined in a set of interfaces found in java.awt.event. E.g.— the MouseMotionListener interface defines method to receive notification when the mouse is dragged or moved.

Mention main Event Classes .

1. ActionEvent :- Normal action are taken by it. (button press)
2. AdjucentEvent :- Scroll bar.
3. ComponentEvent :- To move all the visible events.
4. ContainerEvent :- For adding or removing things.
5. FocusEvent :- To focus on a particular things. Ex. — Using tab shifting cursor to one button to another.
6. InputEvent :- For taking any input.
7. ItemEvent :- To select or be select a checkbox or listbox or radiobutton.
8. KeyEvent :- For taking input from key board.
9. MouseEvent :- Mouse click/drag/up/down.
10. WindowEvent :- To open or close a frame or a dialog box.

What is AWT (Abstract Windowing Toolkit) ?

The Java programming language class library provides a user interface toolkit called the abstract windowing toolkit. It is use to create GUI based application. A GUI is build of graphical elements called components. Typical components includes buttons scroll bar and text fields. Components allow the user to interact with the program and provide the user with visual feedback about the state of the program. Components do not standalone but rather are found with in containers. Containers contain a control the layout of components. So, at the top of the AWT hierarchy is the component class (it is an abstract class) that encapsulates all the attributes of a visual component. Container class is a subclass of component.

