CS180 Recitation

CS180 gta

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Is the call to addActionListener correct?

```java
public class GUI extends JFrame {
    ...
    public void init() {
        ...
        jb1.addActionListener(this);
    }
}
```

Here?

```java
public class ButtonAction implements ActionListener {
    public void actionPerformed(ActionEvent e){}
}
public class GUI extends JFrame {
    ...
    public void init() {
        ...
        jb1.addActionListener(new ButtonAction());
    }
}
```
Is the call to addActionListener correct?

```java
public class GUI extends JFrame {
    // NO: GUI must implement ActionListener if we are using 'this'
    public void init() {
        ...
        jb1.addActionListener(this);
    }
}
```

Here?

```java
public class ButtonAction implements ActionListener {
    public void actionPerformed(ActionEvent e) {}
}
```

```java
public class GUI extends JFrame {
    ...
    public void init() {
        //This construct also is correct.(Without using this)
        jb1.addActionListener(new ButtonAction());
    }
}
```
The listener thread keeps running as long as the Frame window is alive

1. True
2. False
The listener thread keeps running as long as the Frame window is alive

1. True
A class implementing the ActionListener interface should mandatorily have the actionPerformed(...) method

1. True
2. False
A class implementing the ActionListener interface should definitely have the actionPerformed(...) method

1. True, else the code will not even compile.
What are the minimal steps required to execute a piece of code when an 'Action event' occurs?
What are the minimal steps required to execute a piece of code when an ’event’ occurs?

1. One class that implements the ActionListener interface. (This will contain the actionPerformed(..) method)

2. Register an object of above class as a ’Listener’. (jb.addActionListener(this))

3. Code inside actionPerformed(...) executes when the ’event’ takes place.
What are the different listeners provided by Java?
What are the different listeners provided by Java?

1. ActionListener
2. MenuListener
3. MouseListener
4. KeyListener
5. and more..