

JavaFX 2

X2

JavaFX and Event Handling

Event Handling

Event handling is another control flow construct.

- Branches (a conditional or switch selects control flow)
- Loops (a loop repeats control flow)
- Methods (a method call nests control flow)
- Events (the occurrence of event changes control flow)
 - Event handling in UIs
 - Exception handling (later)

Events and Passing Code in Java

An event handler executes some code when a certain event occurs.

Q: How do I pass *code* as an argument in Java?

A: Lambda expressions (since Java 8), see unit J09

Events in JavaFX

Events are instances of `javafx.event.Event`

- Event properties:

- Event type
- Source
- Target

- Event handlers

- Pass the Lambda expression. For example:

```
scene.setOnKeyTyped(event -> { ...your code... })
```