



# X02 JavaFX 2

JavaFX and Event Handling

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# 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, see unit J09

# Events in JavaFX

Events are instances of `javafx.event.Event`

- Event properties:
  - Event type
  - Source
  - Target
- Event handlers
  - Pass a Lambda expression. For example:

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