



Java EventHandling in Applet

Topics : [JAVA](#)

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In Java applets, event handling is used to respond to user actions, such as clicking a button or selecting an item from a menu. Here are the steps for implementing event handling in a Java applet:

1. Identify the component that will generate the event. For example, if you want to respond to a button click, you need to create a button component.
2. Create a listener object that implements the appropriate listener interface. For example, if you want to respond to a button click, you need to create an ActionListener object.
3. Register the listener object with the component using the appropriate method. For example, if you have created a button and an ActionListener object, you would call the button's addActionListener method to register the listener with the button.
4. Implement the listener's event handling method. For example, if you have created an ActionListener object, you would implement the actionPerformed method, which will be called when the button is clicked.

Here is an example code snippet that demonstrates how to implement event handling for a button click in a Java applet:

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;

public class MyButtonApplet extends Applet implements ActionListener {
    private Button myButton;

    public void init() {
        myButton = new Button("Click me");
        add(myButton);
        myButton.addActionListener(this);
    }

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == myButton) {
            // Code to handle button click goes here
        }
    }
}
```

```
}  
    }  
}
```

In this example, the applet creates a button component and registers an ActionListener object (which is also the applet itself, since it implements the ActionListener interface) with the button. When the button is clicked, the actionPerformed method is called, and the applet can perform the desired action.

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