

Class `java.awt.Event`

```
java.lang.Object
|
+----java.awt.Event
```

public class **Event**
extends [Object](#)

Event is a platform-independent class that encapsulates events from the local Graphical User Interface(GUI) platform.

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Author:

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Variable Index

- o **ACTION_EVENT**
An action event.
- o **ALT_MASK**
The alt modifier constant.
- o **CTRL_MASK**
The control modifier constant.
- o **DOWN**
The down arrow key.
- o **END**
The end key.
- o **ESC**
The ESC key
- o **F1**
The F1 function key
- o **F10**
The F10 function key
- o **F11**
The F11 function key
- o **F12**

- o The F12 function key
- o **F2** The F2 function key
- o **F3** The F3 function key
- o **F4** The F4 function key
- o **F5** The F5 function key
- o **F6** The F6 function key
- o **F7** The F7 function key
- o **F8** The F8 function key
- o **F9** The F9 function key
- o **GOT_FOCUS** A component gained the focus.
- o **HOME** The home key.
- o **KEY_ACTION** The key action keyboard event.
- o **KEY_ACTION_RELEASE** The key action keyboard event.
- o **KEY_PRESS** The key press keyboard event.
- o **KEY_RELEASE** The key release keyboard event.
- o **LEFT** The left arrow key.
- o **LIST_DESELECT**
- o **LIST_SELECT**
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- o **MOUSE_DOWN** The mouse down event.
- o **MOUSE_DRAG** The mouse drag event.
- o **MOUSE_ENTER** The mouse enter event.
- o **MOUSE_EXIT** The mouse exit event.
- o **MOUSE_MOVE** The mouse move event.

- o **MOUSE_UP**
The mouse up event.
- o **PGDN**
The page down key.
- o **PGUP**
The page up key.
- o **RIGHT**
The right arrow key.
- o **SAVE_FILE**
A file saving event.
- o **SCROLL_ABSOLUTE**
The absolute scroll event.
- o **SCROLL_LINE_DOWN**
The line down scroll event.
- o **SCROLL_LINE_UP**
The line up scroll event.
- o **SCROLL_PAGE_DOWN**
The page down scroll event.
- o **SCROLL_PAGE_UP**
The page up scroll event.
- o **SHIFT_MASK**
The shift modifier constant.
- o **UP**
The up arrow key.
- o **WINDOW_DEICONIFY**
The de-iconify window event.
- o **WINDOW_DESTROY**
The destroy window event.
- o **WINDOW_EXPOSE**
The expose window event.
- o **WINDOW_ICONIFY**
The iconify window event.
- o **WINDOW_MOVED**
The move window event.
- o **arg**
An arbitraty argument.
- o **evt**
The next event.
- o **id**
The type of this event.
- o **key**
The key that was pressed in a keyboard event.
- o **modifiers**
The state of the modifier keys.
- o **target**
The target component.
- o **when**
The time stamp.
- o **x**

The x coordinate of the event.

o **y**

The y coordinate of the event.

Constructor Index

o **Event**(Object, long, int, int, int, int, int, Object)

Constructs an event with the specified target component, time stamp, event type, x and y coordinates, keyboard key, state of the modifier keys and argument.

o **Event**(Object, long, int, int, int, int, int)

Constructs an event with the specified target component, time stamp, event type, x and y coordinates, keyboard key, state of the modifier keys and an argument set to null.

o **Event**(Object, int, Object)

Constructs an event with the specified target component, event type, and argument.

Method Index

o **controlDown**()

Checks if the control key is down.

o **metaDown**()

Checks if the meta key is down.

o **paramString**()

Returns the parameter String of this Event.

o **shiftDown**()

Checks if the shift key is down.

o **toString**()

Returns the String representation of this Event's values.

o **translate**(int, int)

Translates an event relative to the given component.

Variables

o **SHIFT_MASK**

```
public final static int SHIFT_MASK
```

The shift modifier constant.

o **CTRL_MASK**

```
public final static int CTRL_MASK
```

The control modifier constant.

o **META_MASK**

```
public final static int META_MASK
```

The meta modifier constant.

o **ALT_MASK**

```
public final static int ALT_MASK
```

The alt modifier constant.

o **HOME**

```
public final static int HOME
```

The home key.

o **END**

```
public final static int END
```

The end key.

o **PGUP**

```
public final static int PGUP
```

The page up key.

o **PGDN**

```
public final static int PGDN
```

The page down key.

o **UP**

```
public final static int UP
```

The up arrow key.

o **DOWN**

```
public final static int DOWN
```

The down arrow key.

o **LEFT**

```
public final static int LEFT
```

The left arrow key.

o **RIGHT**

```
public final static int RIGHT
```

The right arrow key.

o **F1**

```
public final static int F1
```

The F1 function key

o **F2**

```
public final static int F2
```

The F2 function key

o **F3**

```
public final static int F3
```

The F3 function key

o **F4**

```
public final static int F4
```

The F4 function key

o **F5**

```
public final static int F5
```

The F5 function key

o **F6**

```
public final static int F6
```

The F6 function key

o **F7**

```
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```

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o **F8**

```
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```

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o **F9**

```
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```

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o **F10**

```
public final static int F10
```

The F10 function key

o **F11**

```
public final static int F11
```

The F11 function key

o **F12**

```
public final static int F12
```

The F12 function key

o **ESC**

```
public final static int ESC
```

The ESC key

o **WINDOW_DESTROY**

```
public final static int WINDOW_DESTROY
```

The destroy window event.

o **WINDOW_EXPOSE**

```
public final static int WINDOW_EXPOSE
```

The expose window event.

o **WINDOW_ICONIFY**

```
public final static int WINDOW_ICONIFY
```

The iconify window event.

o **WINDOW_DEICONIFY**

```
public final static int WINDOW_DEICONIFY
```

The de-iconify window event.

o **WINDOW_MOVED**

```
public final static int WINDOW_MOVED
```

The move window event.

o **KEY_PRESS**

```
public final static int KEY_PRESS
```

The key press keyboard event.

o **KEY_RELEASE**

```
public final static int KEY_RELEASE
```

The key release keyboard event.

o **KEY_ACTION**

```
public final static int KEY_ACTION
```

The key action keyboard event.

o **KEY_ACTION_RELEASE**

```
public final static int KEY_ACTION_RELEASE
```

The key action keyboard event.

o **MOUSE_DOWN**

```
public final static int MOUSE_DOWN
```

The mouse down event.

o **MOUSE_UP**


```
public final static int MOUSE_UP
```

The mouse up event.

o **MOUSE_MOVE**

```
public final static int MOUSE_MOVE
```

The mouse move event.

o **MOUSE_ENTER**

```
public final static int MOUSE_ENTER
```

The mouse enter event.

o **MOUSE_EXIT**

```
public final static int MOUSE_EXIT
```

The mouse exit event.

o **MOUSE_DRAG**

```
public final static int MOUSE_DRAG
```

The mouse drag event.

o **SCROLL_LINE_UP**

```
public final static int SCROLL_LINE_UP
```

The line up scroll event.

o **SCROLL_LINE_DOWN**

```
public final static int SCROLL_LINE_DOWN
```

The line down scroll event.

o **SCROLL_PAGE_UP**

```
public final static int SCROLL_PAGE_UP
```

The page up scroll event.

o **SCROLL_PAGE_DOWN**

```
public final static int SCROLL_PAGE_DOWN
```

The page down scroll event.

o **SCROLL_ABSOLUTE**

```
public final static int SCROLL_ABSOLUTE
```

The absolute scroll event.

o **LIST_SELECT**

```
public final static int LIST_SELECT
```

o **LIST_DESELECT**

```
public final static int LIST_DESELECT
```

o **ACTION_EVENT**

```
public final static int ACTION_EVENT
```

An action event.

o **LOAD_FILE**

```
public final static int LOAD_FILE
```

A file loading event.

o **SAVE_FILE**

```
public final static int SAVE_FILE
```

A file saving event.

o **GOT_FOCUS**

```
public final static int GOT_FOCUS
```

A component gained the focus.

o **LOST_FOCUS**

```
public final static int LOST_FOCUS
```

A component lost the focus.

o **target**

```
public Object target
```

The target component.

o when

```
public long when
```

The time stamp.

o id

```
public int id
```

The type of this event.

o x

```
public int x
```

The x coordinate of the event.

o y

```
public int y
```

The y coordinate of the event.

o key

```
public int key
```

The key that was pressed in a keyboard event.

o modifiers

```
public int modifiers
```

The state of the modifier keys.

o arg

```
public Object arg
```

An arbitraty argument.

o evt

```
public Event evt
```

The next event. Used when putting events into a linked list.

Constructors

o **Event**

```
public Event(Object target,  
            long when,  
            int id,  
            int x,  
            int y,  
            int key,  
            int modifiers,  
            Object arg)
```

Constructs an event with the specified target component, time stamp, event type, x and y coordinates, keyboard key, state of the modifier keys and argument.

Parameters:

target – the target component
when – the time stamp
id – the event type
x – the x coordinate
y – the y coordinate
key – the key pressed in a keyboard event
modifiers – the state of the modifier keys
arg – the specified argument

o **Event**

```
public Event(Object target,  
            long when,  
            int id,  
            int x,  
            int y,  
            int key,  
            int modifiers)
```

Constructs an event with the specified target component, time stamp, event type, x and y coordinates, keyboard key, state of the modifier keys and an argument set to null.

Parameters:

target – the target component
when – the time stamp
id – the event type
x – the x coordinate
y – the y coordinate
key – the key pressed in a keyboard event
modifiers – the state of the modifier keys

o Event

```
public Event(Object target,  
            int id,  
            Object arg)
```

Constructs an event with the specified target component, event type, and argument.

Parameters:

target – the target component

id – the event type

arg – the specified argument

Methods

o translate

```
public void translate(int x,  
                     int y)
```

Translates an event relative to the given component. This involves at a minimum translating the coordinates so they make sense within the given component. It may also involve translating a region in the case of an expose event.

Parameters:

x – the x coordinate

y – the y coordinate

o shiftDown

```
public boolean shiftDown()
```

Checks if the shift key is down.

See Also:

[modifiers](#), [controlDown](#), [metaDown](#)

o controlDown

```
public boolean controlDown()
```

Checks if the control key is down.

See Also:

[modifiers](#), [shiftDown](#), [metaDown](#)

o metaDown

```
public boolean metaDown()
```

Checks if the meta key is down.

See Also:

[modifiers](#), [shiftDown](#), [controlDown](#)

o **paramString**

```
protected String paramString()
```

Returns the parameter String of this Event.

o **toString**

```
public String toString()
```

Returns the String representation of this Event's values.

Overrides:

[toString](#) in class [Object](#)

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