

Event Handling in Java AWT.

An Event is raised when some action is performed on a GUI Frame.

An Event is a Class in Java.

An Event when generated is passed to Event Listener.

Event Listener handles the event and gives the response back to GUI Frame.

Event Listener is also a class in Java.

There are Adapter classes in Java that are used for Event Handling in Java.

There are several built in Adapter classes in Java like WindowAdapter, MouseAdapter, DragSourceAdapter which are used for Event Handling.