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