

Keyboard and Focus Event Reading Questions

Read Eck section 6.5 parts 6.5.1 (Timers and Animation), 6.5.2 (Keyboard Events) and 6.5.3 (Focus Events) and skim 6.5.3 (State Machines).

1. When creating a timer, what are the two parameters: `timer = new Timer (_____, _____);`;
2. When a timer is set, are you guaranteed the time the timer will trigger the action? Why?
3. When a timer is stopped, what method is used to restart it? _____
4. Being able to acquire the focus or attention of the computer is important, as exactly _____ interface element on the screen can have input focus.
5. What method is used to get the focus?
6. If the computer is already busy giving focus to one thing, it is common for the user to be able to redirect focus by clicking the _____ or pressing the _____ key.
(This is why we will often execute the answer to #2 in response to clicking the first answer to this question.)
7. What is the listener for a KeyEvent?
8. What are the three keyboard event handler methods?
9. What is an example of a character that you type by pressing multiple keys?
10. What is an example of a key that you press but do not type?
11. Why might each `keyPressed` event not have a corresponding `keyReleased` event?
12. Write the code of a condition checking if the right arrow key was pressed, taking advantage of the right arrow key's code.
13. Write the code of a condition checking if the letter typed is a capital B.
14. What listener and two event handler events handle focus?
15. Consider a tic-tac-toe game. What might be different states of the game? (list on back)