

```
1 // joi/10/joi/ButtonListener.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 import java.awt.event.*;
7
8 /**
9  * A simple listener for responding to button presses.
10  * It knows the Panel on which the button lives, and
11  * responds to button events by sending a changeMessage()
12  * to that Panel.
13  *
14  * @version 10
15  */
16
17 public class JOIButtonListener implements ActionListener
18 {
19     private JOIPanel panel; // the Panel containing the Button
20
21     /**
22      * Construct the ButtonListener.
23      *
24      * @param panel the Panel on which this Button will act.
25      */
26
27     public JOIButtonListener( JOIPanel panel )
28     {
29         this.panel = panel;
30     }
31
32     /**
33      * Defines the ActionListener behavior that must be implemented.
34      *
35      * When a user pushes the Button that we're listening to,
36      * send a changeMessage() message to the Panel.
37      *
38      * @param e the "event" when the button is pressed.
39      */
40
41     public void actionPerformed( ActionEvent e )
42     {
43         panel.changeMessage();
44     }
45 }
```