import java.awt.event.*;

/**
* A simple listener for responding to button presses.
* It knows the Panel on which the button lives, and
* responds to button events by sending a changeMessage() message to that Panel.
* When a user presses the button, the event is handled by the event listener.
* Defines the ActionListener behavior that must be implemented.
*
* @version 10
*/

public class JOIButtonListener implements ActionListener
{
    private JOIPanel panel;  // the Panel containing the Button

    /**
    * Construct the ButtonListener.
    *
    * @param panel the Panel on which this Button will act.
    */
    
    public JOIButtonListener( JOIPanel panel )
    {
        this.panel = panel;
    }

    /**
    * Defines the ActionListener behavior that must be implemented.
    *
    * When a user presses the Button on which this Button will act,
    * construct the ButtonListener.
    * Constructs the Button listener.
    * 
    */
    
    public void actionPerformed( ActionEvent e )
    {
        panel.changeMessage();
    }
}