
From Data to Pixels

Day 5, Markku Reunanen

Event handlers

The proper way of dealing with keyboard and mouse

Functions that will be called when something happens

For the mouse:

- *mousePressed()*
 - *mouseReleased()*
 - *mouseClicked()*
 - *mouseDragged()*
 - *mouseMoved()*
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Event handlers

For the keyboard:

- *keyPressed()*
- *keyReleased()*
- *keyTyped()*

Keyboards are complicated with their different layouts – different order, different amount of keys at different places

key and *keyCode*

Recap: stuff to take home

- Object-oriented programming: inheritance, constructor, attributes, methods, protecting members
 - Ratios: $a/b = c/d$
 - Reading, writing and parsing files
 - Data structures: arrays, lists, trees, hash tables/maps
 - Sorting things
 - Sin/cos, angle, distance, direction
 - Transformations: rotate, translate, scale
 - Shifting and logical operations: AND, OR, XOR, NOT
 - Direct pixel handling
 - Event handlers
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