```
 1  // joi/10/joi/JOIButtonListener.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  }
```