CSE1720

Week 06, Lecture 10

Winter 2014 ◆ Tuesday, Feb 11, 2014

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Objectives for this class meeting

1. What is an interface (referring to the `ActionListener` interface)?

2. Why does the `FrameAdvancer` class definition need to implement the `ActionListener` interface?

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Objectives for this class meeting

3. What is the `invokeAndWait` service (offered by `SwingUtilities`)?

4. What is the `Runnable` interface?

5. Why do we need the `SimulationRunnable` class definition to implement the `Runnable` interface?

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Objectives for this class meeting

6. In the `FrameAdvancer` class, what are some opportunities for delegation?

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