Signals

Events

Interrupts

Hardware Features

Software Features
Read file from disk

Hardware interrupt
Signals are similar (not like)

→ Unix operating system

Event → interrupting

send as object
Events being objects allows grouping/categorizing (inherently) complete data
Windowing Toolkits

widgets

be hard

instance of class

w/ methods to respond
to events
while (!done) {
    if (event happened) {
        handle event;
    }
}
1. widgets can have more than one handler

2. chain of responsibility
Events → Widget

Listener

Adapter

Inheritance