

## Practical No. 11

**Write a program to demonstrate various mouse events using  
MouseListener and MouseMotion listener interface.**

### Program Code:

**1.Debug the following program code and write the output.**

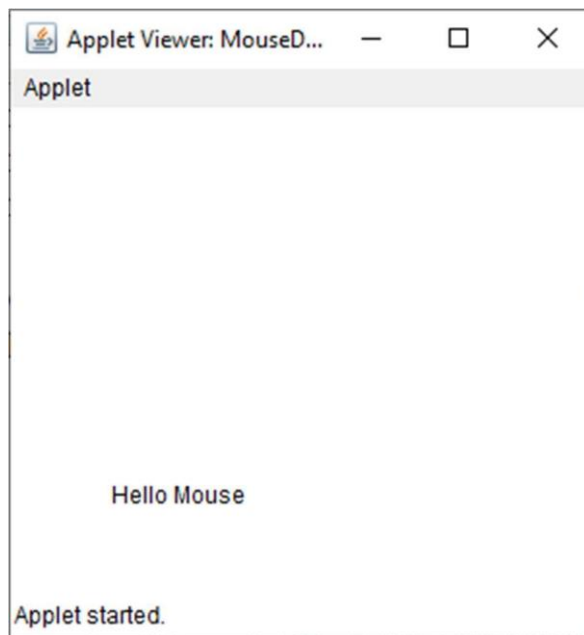
```
import java.applet.Applet;
import java.awt.*;
import java.awt.event.*;

public class MouseDemo extends Applet implements MouseListener
{
    Label l;
    public void init()
    {
        setLayout(null);
        l = new Label("Hello Mouse");
        l.setBounds(50,150,200,100);
        add(l);
        addMouseListener(this); // Add this line to register the mouse listener
    }
    public void mousePressed(MouseEvent e)
    {
        l.setText("Mouse Pressed no. of clicks:" + e.getClickCount() + " at position " +
e.getX() + "," + e.getY());
    }
    public void mouseReleased(MouseEvent e)
    {
        l.setText("Mouse Released; # of clicks:" + e.getClickCount());
    }
    public void mouseEntered(MouseEvent e)
    {
        l.setText("Mouse Entered");
    }
    public void mouseExited(MouseEvent e)
    {
        l.setText("Mouse exited");
    }
    public void mouseClicked(MouseEvent e)
    {

```

```
l.setText("mouse clicked(# of clicks:"+e.getClickCount());  
}  
}
```

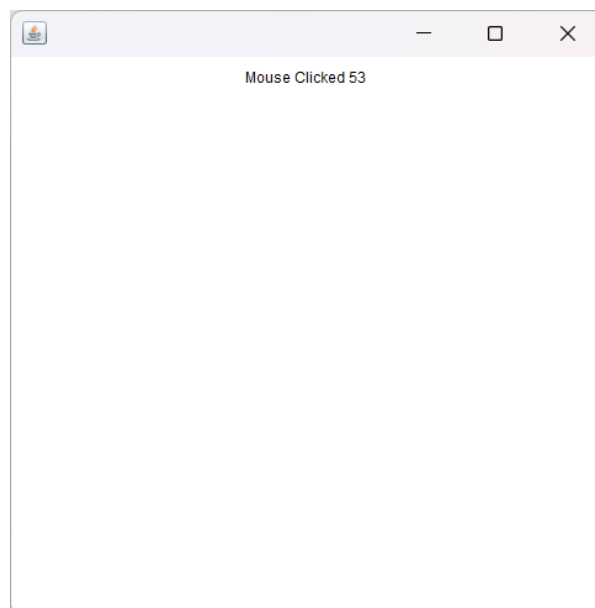
## OUTPUT:



**X) 2) Write a program to count the number of clicks performed by the user in a Frame window**

```
import java.awt.*;
import java.awt.event.*;
public class click_demo extends Frame
{
    int i = 0;
    Label l;
    click_demo()
    {
        setSize(500,500);
        setVisible(true);
        setLayout(new FlowLayout());
        l = new Label();
        add(l);
        addMouseListener(new MouseAdapter()
        {
            @Override
            public void mouseClicked(MouseEvent e)
            {
                i = i+1;
                l.setText("Mouse Clicked "+i);
                add(l);
                repaint();
            }
        });
    }
    public static void main(String[] args)
    {
        click_demo obj = new click_demo();
    }
}
```

**OUTPUT:**



### 3. Write a program to demonstrate the use of mouseDragged and mouseMoved method of MouseMotionListener.

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
public class mouseevent1 extends Applet implements MouseMotionListener
{
    String msg= " ";
    public void init()
    {
        addMouseMotionListener(this);
    }
    public void mouseDragged(MouseEvent me)
    {
        showStatus("Mouse Dragged");
    }
    public void mouseMoved(MouseEvent me)
    {
        showStatus("Mouse Moved");
        repaint();
    }
}

/* <applet code = mouseevent1 width=400 height=400></applet> */
```

#### OUTPUT:

