PROGRAM-2

LAB-2

AIM:-WAP THAT DISPLAY YOUR NAME WHENEVER THE MOUSE IS CLICKED.

CODE:

```
import java.awt.event.MouseEvent;
import java.awt.event.MouseListener;
import javax.management.MBeanAttributeInfo;
import javax.swing.*;
public class lab 9 2 implements MouseListener {
  JFrame f= new JFrame("the mouse listener");
  JTextField t= new JTextField("empty");
  lab_9_2(){
    f.setSize(500,500);
    f.setVisible(true);
    f.pack();
    t.setBounds(500,0,500,500);
    t.addMouseListener(this );
    f.add(t);
  }
  @Override
  public void mouseClicked(MouseEvent e) {
    t.setText("DEV ");
  }
```

```
@Override
 public void mousePressed(MouseEvent e) {
 }
 @Override
 public void mouseReleased(MouseEvent e) {
 }
 @Override
 public void mouseEntered(MouseEvent e) {
 @Override
 public void mouseExited(MouseEvent e) {
 }
 public static void main(String[] args) {
   new lab_9_2();
 }
                                         output:
the mouse listener
DEV
```