| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/BasicListUI.MouseInputHandler.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.ListSelectionHandler.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.PropertyChangeHandler.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html)    [**NO FRAMES**](http://docs.google.com/BasicListUI.MouseInputHandler.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

## **javax.swing.plaf.basic**

Class BasicListUI.MouseInputHandler

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **javax.swing.plaf.basic.BasicListUI.MouseInputHandler**

**All Implemented Interfaces:** [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html), [MouseMotionListener](http://docs.google.com/java/awt/event/MouseMotionListener.html), [EventListener](http://docs.google.com/java/util/EventListener.html), [MouseInputListener](http://docs.google.com/javax/swing/event/MouseInputListener.html) **Enclosing class:**[BasicListUI](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.html)

public class **BasicListUI.MouseInputHandler**extends [Object](http://docs.google.com/java/lang/Object.html)implements [MouseInputListener](http://docs.google.com/javax/swing/event/MouseInputListener.html)

Mouse input, and focus handling for JList. An instance of this class is added to the appropriate java.awt.Component lists at installUI() time. Note keyboard input is handled with JComponent KeyboardActions, see installKeyboardActions().

**Warning:** Serialized objects of this class will not be compatible with future Swing releases. The current serialization support is appropriate for short term storage or RMI between applications running the same version of Swing. As of 1.4, support for long term storage of all JavaBeansTM has been added to the java.beans package. Please see [XMLEncoder](http://docs.google.com/java/beans/XMLEncoder.html).

**See Also:**[BasicListUI.createMouseInputListener()](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.html#createMouseInputListener()), [BasicListUI.installKeyboardActions()](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.html#installKeyboardActions()), [BasicListUI.installUI(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.html#installUI(javax.swing.JComponent))

| **Constructor Summary** | |
| --- | --- |
| [**BasicListUI.MouseInputHandler**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#BasicListUI.MouseInputHandler())() |

| **Method Summary** | |
| --- | --- |
| void | [**mouseClicked**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseClicked(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when the mouse button has been clicked (pressed and released) on a component. |
| void | [**mouseDragged**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseDragged(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when a mouse button is pressed on a component and then dragged. |
| void | [**mouseEntered**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseEntered(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when the mouse enters a component. |
| void | [**mouseExited**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseExited(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when the mouse exits a component. |
| void | [**mouseMoved**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseMoved(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when the mouse cursor has been moved onto a component but no buttons have been pushed. |
| void | [**mousePressed**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mousePressed(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when a mouse button has been pressed on a component. |
| void | [**mouseReleased**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html#mouseReleased(java.awt.event.MouseEvent))([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)            Invoked when a mouse button has been released on a component. |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Constructor Detail** |
| --- |

### BasicListUI.MouseInputHandler

public **BasicListUI.MouseInputHandler**()

| **Method Detail** |
| --- |

### mouseClicked

public void **mouseClicked**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseListener**](http://docs.google.com/java/awt/event/MouseListener.html#mouseClicked(java.awt.event.MouseEvent)) Invoked when the mouse button has been clicked (pressed and released) on a component.

**Specified by:**[mouseClicked](http://docs.google.com/java/awt/event/MouseListener.html#mouseClicked(java.awt.event.MouseEvent)) in interface [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html)

### mouseEntered

public void **mouseEntered**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseListener**](http://docs.google.com/java/awt/event/MouseListener.html#mouseEntered(java.awt.event.MouseEvent)) Invoked when the mouse enters a component.

**Specified by:**[mouseEntered](http://docs.google.com/java/awt/event/MouseListener.html#mouseEntered(java.awt.event.MouseEvent)) in interface [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html)

### mouseExited

public void **mouseExited**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseListener**](http://docs.google.com/java/awt/event/MouseListener.html#mouseExited(java.awt.event.MouseEvent)) Invoked when the mouse exits a component.

**Specified by:**[mouseExited](http://docs.google.com/java/awt/event/MouseListener.html#mouseExited(java.awt.event.MouseEvent)) in interface [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html)

### mousePressed

public void **mousePressed**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseListener**](http://docs.google.com/java/awt/event/MouseListener.html#mousePressed(java.awt.event.MouseEvent)) Invoked when a mouse button has been pressed on a component.

**Specified by:**[mousePressed](http://docs.google.com/java/awt/event/MouseListener.html#mousePressed(java.awt.event.MouseEvent)) in interface [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html)

### mouseDragged

public void **mouseDragged**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseMotionListener**](http://docs.google.com/java/awt/event/MouseMotionListener.html#mouseDragged(java.awt.event.MouseEvent)) Invoked when a mouse button is pressed on a component and then dragged. MOUSE\_DRAGGED events will continue to be delivered to the component where the drag originated until the mouse button is released (regardless of whether the mouse position is within the bounds of the component).

Due to platform-dependent Drag&Drop implementations, MOUSE\_DRAGGED events may not be delivered during a native Drag&Drop operation.

**Specified by:**[mouseDragged](http://docs.google.com/java/awt/event/MouseMotionListener.html#mouseDragged(java.awt.event.MouseEvent)) in interface [MouseMotionListener](http://docs.google.com/java/awt/event/MouseMotionListener.html)

### mouseMoved

public void **mouseMoved**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseMotionListener**](http://docs.google.com/java/awt/event/MouseMotionListener.html#mouseMoved(java.awt.event.MouseEvent)) Invoked when the mouse cursor has been moved onto a component but no buttons have been pushed.

**Specified by:**[mouseMoved](http://docs.google.com/java/awt/event/MouseMotionListener.html#mouseMoved(java.awt.event.MouseEvent)) in interface [MouseMotionListener](http://docs.google.com/java/awt/event/MouseMotionListener.html)

### mouseReleased

public void **mouseReleased**([MouseEvent](http://docs.google.com/java/awt/event/MouseEvent.html) e)

**Description copied from interface:** [**MouseListener**](http://docs.google.com/java/awt/event/MouseListener.html#mouseReleased(java.awt.event.MouseEvent)) Invoked when a mouse button has been released on a component.

**Specified by:**[mouseReleased](http://docs.google.com/java/awt/event/MouseListener.html#mouseReleased(java.awt.event.MouseEvent)) in interface [MouseListener](http://docs.google.com/java/awt/event/MouseListener.html)

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/BasicListUI.MouseInputHandler.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.ListSelectionHandler.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicListUI.PropertyChangeHandler.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/BasicListUI.MouseInputHandler.html)    [**NO FRAMES**](http://docs.google.com/BasicListUI.MouseInputHandler.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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