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1  import java.awt.*;
2  import java.awt.event.*;
3  public class MouseEventDemo extends Frame
4  {
5  private String eventName="Mouse Events";
6  public MouseEventDemo()
7  {
8  setTitle("Mouse Event Demo");
9  setSize(400,300);
10  setLayout(new BorderLayout());
11  addMouseListener(new MouseAdapter()
12  {
13  public void mouseClicked(MouseEvent e)
14  {
15  eventName="Mouse Clicked";
16  repaint();
17  }
18  public void mousePressed(MouseEvent e)
19  {
20  eventName="Mouse Pressed";
21  repaint();
22  }
23  public void mouseReleased(MouseEvent e)
24  {
25  eventName="Mouse Released";
26  repaint();
27  }
28  public void mouseEntered(MouseEvent e)
29  {
30  eventName="Mouse Entered";
31  repaint();
32  }
33  public void mouseExited(MouseEvent e)
34  {
35  eventName="Mouse Exited";
36  repaint();
37  }
38  });
39  addWindowListener(new WindowAdapter()
40  {
41  public void windowClosing(WindowEvent we)
42  {
43  dispose();
44  }
45  });
46  }
47  public void paint(Graphics g)
48  {
49  Font font=new Font("Arial",Font.BOLD,24);
50  g.setFont(font);
51  FontMetrics metrics=g.getFontMetrics(font);
52  int X=(getWidth()-metrics.stringWidth(eventName))/2;
53  int Y=(getHeight()-metrics.getHeight())/2+metrics.getAscent();
54  g.drawString(eventName,X,Y);
55  }
56  public static void main(String[] args)
57  {
58  MouseEventDemo dem=new MouseEventDemo();
59  demo.setVisible(true);
60  }
61  }
```