**EXP 2**

Write a program to create a frame using AWT. Implement mouseClicked, mouseEntered() and mouseExited() events. Frame should become visible when the mouse enters it.

import java.awt.\*;

import java.awt.event.\*;

public class MouseDemo extends Frame implements MouseListener {

Label l;

MouseDemo() {

l = new Label();

l.setBackground(Color.GREEN);

l.setBounds(25, 60, 250, 30);

l.setAlignment(Label.CENTER);

this.add(l);

this.setSize(300, 300);

this.setLayout(null);

this.setVisible(true);

this.addMouseListener(this);

}

public static void main(String[] args) {

new MouseDemo();

}

public void mouseClicked(MouseEvent e) {

l.setText("Mouse Clicked");

}

public void mousePressed(MouseEvent e) {

l.setText("Mouse Pressed");

}

public void mouseReleased(MouseEvent e) {

l.setText("Mouse Released");

}

public void mouseEntered(MouseEvent e) {

l.setText("Mouse Entered");

}

public void mouseExited(MouseEvent e) {

l.setText("Mouse Exited");

}

}