**Name: Jesnamol Thomas**

**Roll No:6**

**Batch:B**

**Date:07/06/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: CO5-7**

**Aim**

Develop a program to handle all mouse events and window events.

**PROCEDURE**

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class events extends Applet implements MouseListener

{

String msg="Initial Message";

public void init()

{

addMouseListener(this);

}

public void mouseClicked(MouseEvent me)

{

msg = "Mouse Clicked";

repaint();

}

public void mousePressed(MouseEvent me)

{

msg = "Mouse Pressed";

repaint();

}

public void mouseReleased(MouseEvent me)

{

msg = "Mouse Released";

repaint();

}

public void mouseEntered(MouseEvent me)

{

msg = "Mouse Entered";

repaint();

}

public void mouseExited(MouseEvent me)

{

msg = "Mouse Exited";

repaint();

}

public void paint(Graphics g)

{

g.drawString(msg,20,20);

}

}

/\*

<applet code="events.class" height="300" width="500">

</applet>

\*/

**Output**



