Experiment No. 12
Course Project based on the content of the syllabus.
Date of Performance:
Date of Submission:

Code:

```java
import javax.swing.*;
import java.awt.*;
import java.awt.event.MouseAdapter;
import java.awt.event.MouseEvent;
import java.util.Random;

public class RunAwayClickGame extends JFrame {
    private JButton clickButton;
    private int buttonSize = 50;
    private Random random;
    private int buttonX, buttonY;

    public RunAwayClickGame() {
        setTitle("Run Away Click Game");
        setLayout(null);
        setResizable(false);
        setSize(800, 600);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        clickButton = new JButton("Click Me");
        clickButton.setBounds(375, 275, buttonSize, buttonSize);
        clickButton.setForeground(Color.BLACK); // Set text color to black
        random = new Random();

        add(clickButton);

        clickButton.addMouseListener(new MouseAdapter() {
            @Override
            public void mouseEntered(MouseEvent e) {
                moveButtonAway();
            }
        });

        setVisible(true);
    }
```

```java
    private void moveButtonAway() {
        int maxWidth = getWidth() - buttonSize;
        int maxHeight = getHeight() - buttonSize;


        buttonX = random.nextInt(maxWidth);
        buttonY = random.nextInt(maxHeight);


        clickButton.setBounds(buttonX, buttonY, buttonSize, buttonSize);
    }


    public static void main(String[] args) {
        SwingUtilities.invokeLater(() -> new RunAwayClickGame());
    }
}
```

Output: