**"Example program using Checkbox import…"**

AWT Controls

import java.awt.\*;  
import java.awt.event.\*;  
import java.applet.\*;   
//<applet code="Example1" width=900 height=900></applet>  
public class Example1 extends Applet implements ItemListener  
{  
Checkbox redCheckbox;  
Checkbox blueCheckbox;   
public void init ()  
{  
setLayout(null);   
redCheckbox = new Checkbox("red");  
redCheckbox.addItemListener(this);  
redCheckbox.setBounds(100,100,50,50);  
add(redCheckbox);   
  
blueCheckbox = new Checkbox("blue");  
blueCheckbox.addItemListener(this);  
blueCheckbox.setBounds(150,100,50,50);  
add(blueCheckbox);  
}   
public void itemStateChanged (ItemEvent evt)  
{  
boolean red = redCheckbox.getState();  
boolean blue = blueCheckbox.getState();   
if (red && blue)  
setBackground (new Color(255,0,255));  
else if (red)  
setBackground (Color.red);  
else if (blue)  
setBackground (Color.blue);  
else  
setBackground (Color.gray);   
repaint();   
}   
  
}

**"Example program using CheckboxGroup…"**

* [AWT Controls](https://classroom.google.com/c/NjkwNDgxNDQwM1pa/t/NzM4MjA1NDQ4N1pa)

import java.awt.\*;  
import java.awt.event.\*;  
import java.applet.\*;   
public class Example extends Applet implements ItemListener  
{  
public void init ()  
{  
setLayout(null);   
CheckboxGroup colorGroup = new CheckboxGroup();   
Checkbox redCheckbox = new Checkbox("red", colorGroup, false);  
redCheckbox.addItemListener(this);  
redCheckbox.setBounds(100,100,50,50);  
add(redCheckbox);   
Checkbox blueCheckbox = new Checkbox("blue", colorGroup, false);  
blueCheckbox.addItemListener(this);  
blueCheckbox.setBounds(150,100,50,50);  
add(blueCheckbox);  
}   
public void itemStateChanged (ItemEvent evt)  
{   
if (evt.getItem().equals("red"))  
setBackground (Color.red);  
else if (evt.getItem().equals("blue"))  
setBackground (Color.blue);   
repaint();   
}   
}

* [AWT Controls](https://classroom.google.com/c/NjkwNDgxNDQwM1pa/t/NzM4MjA1NDQ4N1pa)

import java.applet.\*;  
import java.awt.\*;  
import java.awt.event.\*;  
//<applet code="MovRect" width=500 height=500></applet>  
public class MovRect extends Applet implements MouseMotionListener, MouseListener {  
Color color = Color.green;  
int x1=30,y1=30,x2=150,y2=150;  
String MouseMotion ="";  
  
public void init()  
{  
addMouseListener(this);  
addMouseMotionListener(this);  
}  
public void paint(Graphics g)  
{  
g.setColor(color);  
g.drawRect(x1, y1, 30, 30);  
  
}  
public void mouseClicked(MouseEvent e) {}  
public void mouseDragged(MouseEvent m) { }  
public void mouseMoved(MouseEvent e){ }  
public void mouseEntered(MouseEvent e) {}  
public void mouseExited(MouseEvent e) {}  
public void mouseReleased(MouseEvent m) {}  
public void mousePressed(MouseEvent m)  
{  
x1=m.getX();  
y1=m.getY();  
repaint();  
}  
  
}

**"Program to do free hand drawing**

* [Mouse Event](https://classroom.google.com/c/NjkwNDgxNDQwM1pa/t/NzQyOTUzOTg0M1pa)  
  import java.awt.\*;  
  import java.awt.event.\*;  
  import java.applet.\*;  
  public class Draw extends Applet implements MouseListener,MouseMotionListener  
  {  
  int x, y;  
    
  public void init()  
  {  
  addMouseListener(this);  
  addMouseMotionListener(this);  
  setLayout(null);  
    
  setSize(400,300);  
  setVisible(true);  
  requestFocus();  
  }  
  public void getMousePos(int x,int y)  
  {  
  this.x=x;  
  this.y=y;  
  }  
    
  public void mousePressed(MouseEvent e)   
  {  
  getMousePos(e.getX(),e.getY());  
  }  
  public void mouseReleased(MouseEvent e){ }  
  public void mouseEntered(MouseEvent e){ }  
  public void mouseExited(MouseEvent e){ }  
  public void mouseClicked(MouseEvent e){ }   
  public void mouseDragged(MouseEvent e)  
  {  
  int cx=e.getX();  
  int cy=e.getY();   
  Graphics g=getGraphics();  
  g.drawLine(x,y,cx,cy);  
  getMousePos(cx,cy);  
  }  
  public void mouseMoved(MouseEvent e){ }  
  }