```
package Test;
import java.awt.Button;
import java.awt.Color;
import java.awt.Frame;
import java.awt.TextField;
import java.awt.event.*;
class\ Mouse\_Listener\ extends\ Window Adapter\ implements\ Mouse Listener,\ Action Listener\ \{ boundaries and boundaries and boundaries and boundaries and boundaries are considered as a considered as a considered and boundaries are considered as a considered and considered as a considered and considered and considered and considered and co
                                   Frame f;
                                  TextField tf;
                                   Button b;
          Mouse_Listener()
          {
                                  f= new Frame();
                                  f.setSize(300,300);
                                  f.setLayout(null);
                                  f.setTitle("MouseEvent");
                                  f.setVisible(true);
                                  init();
                                  add_component();
          }
          public void init()
          {
                                   b= new Button("close");
                                  tf= new TextField(40);
                                  tf.setBounds(30,30,150,40);
          }
          public void add_component()
          {
                                  f.add(tf);
                                   b.setBounds(200,200,50,50);
                                  f.add(b);
```

```
f.addWindowListener(this);
     f.addMouseListener(this);
     b.addActionListener(this);
}
public void windowClosing(WindowEvent e)
{
     f.dispose();
}
public void mouseEntered(MouseEvent e)
{
     tf.setText("mouse entered");
     f.setBackground(Color.RED);
}
public void mouseExited(MouseEvent e)
{
     tf.setText("mouse Exited");
     f.setBackground(Color.WHITE);
}
public void mouseClicked(MouseEvent e)
{
     tf.setText("mouse clicked");
     f.setBackground(Color.YELLOW);
}
public void mousePressed(MouseEvent e)
{
     tf.setText("mouse pressed");
     f.setBackground(Color.GREEN);
}
public void mouseReleased(MouseEvent e)
{
     tf.setText("mouse released");
```

```
f.setBackground(Color.BLUE);
}

public void actionPerformed(ActionEvent e)
{
    f.dispose();
}

public class DemoTwo {
    public static void main(String args[])
    {
        new Mouse_Listener();
    }
}
```