public interface MouseHandler

{

void mouseClicked();

void mousePressed();

void mouseReleased();

}

public interface WindowHandler

{

void windowClosing();

void windowClosed();

}

public class WindowGUIApp implements MouseHandler,WindowHandler

{

}

public class GUIDemo

{

main()

{

create the object of WindowGUIApp and invoke all the methods

}

}

public class GuiDemo {

public static void main(String[] args) {

WindowGUIApp app = new WindowGUIApp();

// Call MouseHandler methods

app.mouseClicked();

app.mousePressed();

app.mouseReleased();

// Call WindowHandler methods

app.windowClosing();

app.windowClosed();

}

}

public interface MouseHandler {

void mouseClicked();

void mousePressed();

void mouseReleased();

}

public class WindowGUIApp implements MouseHandler, WindowHandler {

public void mouseClicked() {

System.***out***.println("Mouse clicked");

}

public void mousePressed() {

System.***out***.println("Mouse pressed");

}

public void mouseReleased() {

System.***out***.println("Mouse released");

}

public void windowClosing() {

System.***out***.println("Window is closing...");

}

public void windowClosed() {

System.***out***.println("Window has been closed.");

}

}

public interface WindowHandler {

void windowClosing();

void windowClosed();

}