Week 11

a) Develop a Java application that handles all mouse events and shows the event name at the center of the window when a mouse event is fired. Use adapter classes.

AIM: Develop a Java application that handles all mouse events and shows the event name at the center of the window when a mouse event is fired. Use adapter classes.

Source code:

```
import java.awt.*;

import java.applet.*;

import java.awt.event.*;

/*<applet code="MouseDemo" width=300 height=300>

</applet>*/

public class Mouse Demo extends Applet implements Mouse Listener, MouseMotionListener

{

int mx=0; int my=0;

String msg=""; public void init()

{

addMouseListener(this); addMouseMotionListener(this);

}

public void mouseClicked(MouseEvent me)

{

mx=20; my=40;

msg="Mouse Clicked"; repaint();

}

public void mousePressed(MouseEvent me)

{

mx=30; my=60;
```

```
msg="Mouse Pressed";
repaint();
}
public void mouseReleased(MouseEvent me)
{
mx=30; my=60;
msg="Mouse Released"; repaint();
}
public void mouseEntered(MouseEvent me)
{
mx=40; my=80;
msg="Mouse Entered"; repaint();
}
public void mouseExited(MouseEvent me)
{
mx=40; my=80;
msg="Mouse Exited"; repaint();
}
public void mouseDragged(MouseEvent me)
{
mx=me.getX();
my=me.getY();
showStatus("Currently mouse dragged"+mx+" "+my);
repaint(); }
public void mouseMoved(MouseEvent me)
```

```
{
mx=me.getX();
my=me.getY();
showStatus("Currently mouse is at"+mx+" "+my); repaint();
}
public void paint(Graphics g)
{
g.drawString("Handling Mouse Events",30,20);
g.drawString(msg,60,40);
}
}
```

b. Develop a Java application to demonstrate the key event handlers.

AIM: Develop a Java application to demonstrate the key event handlers.

Source Code:

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
import java.applet.*;
import java.awt.event.*;
import java.awt.*;
public class Test extends Applet implements KeyListener
{
String msg="";
public void init()
```

```
{
 addKeyListener(this);
}
public void keyPressed(KeyEvent k)
{
 showStatus("KeyPressed");
}
public void keyReleased(KeyEvent k)
{
 showStatus("KeyRealesed");
}
public void keyTyped(KeyEvent k)
{
msg = msg+k.getKeyChar();
 repaint();
}
public void paint(Graphics g)
{
 g.drawString(msg, 20, 40);
 }
}
```

HTML code:

```
<applet code="Test" width=300, height=100>
</applet>
```