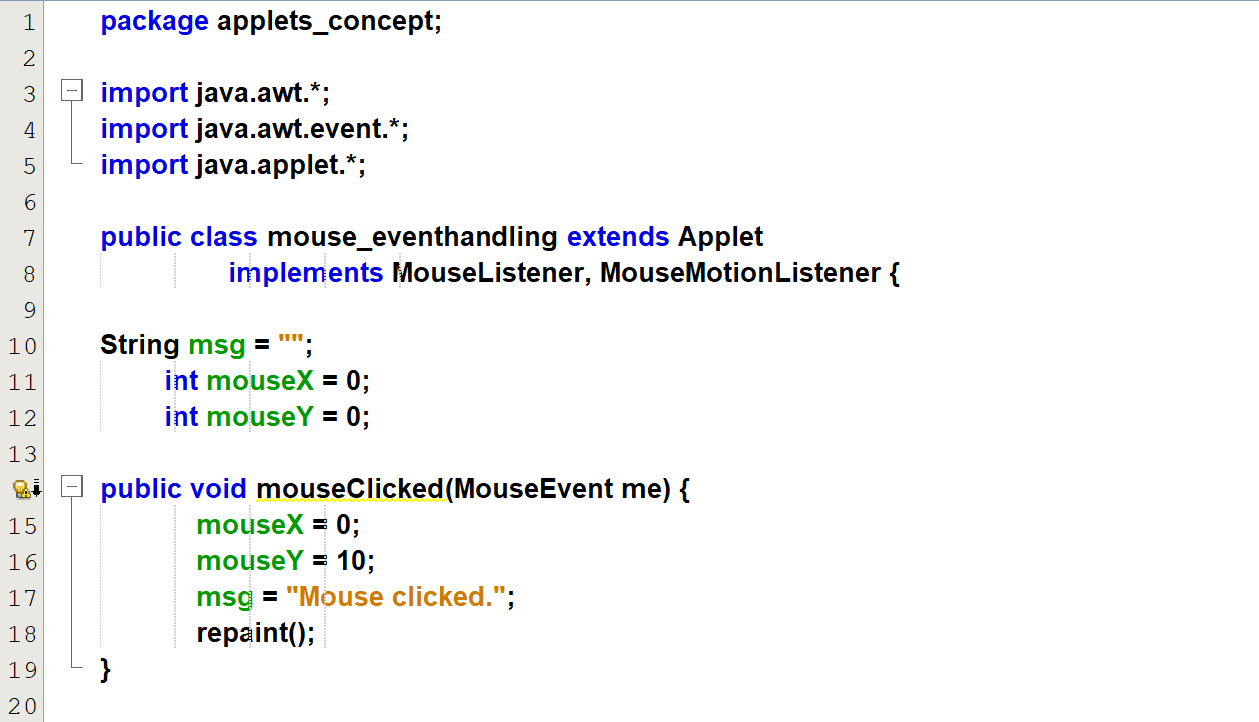
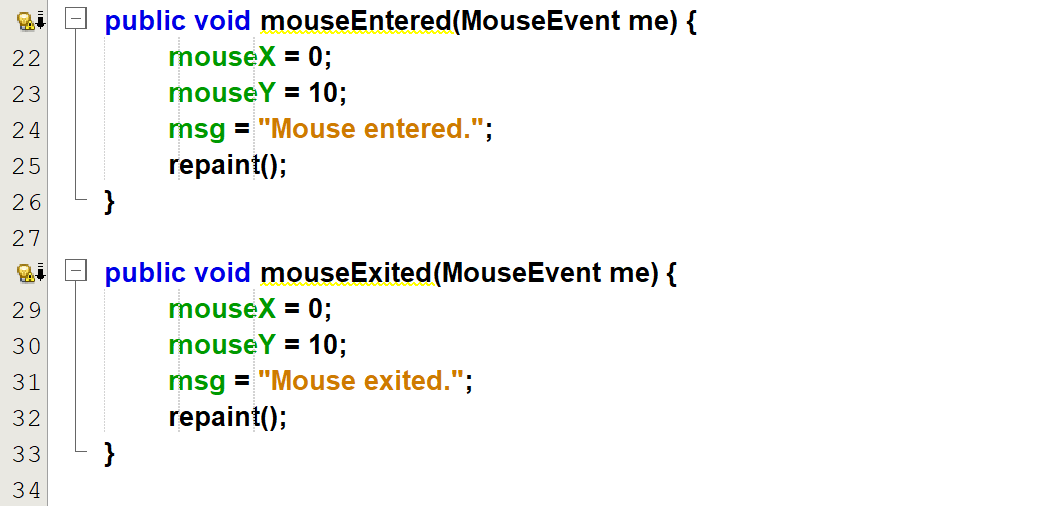
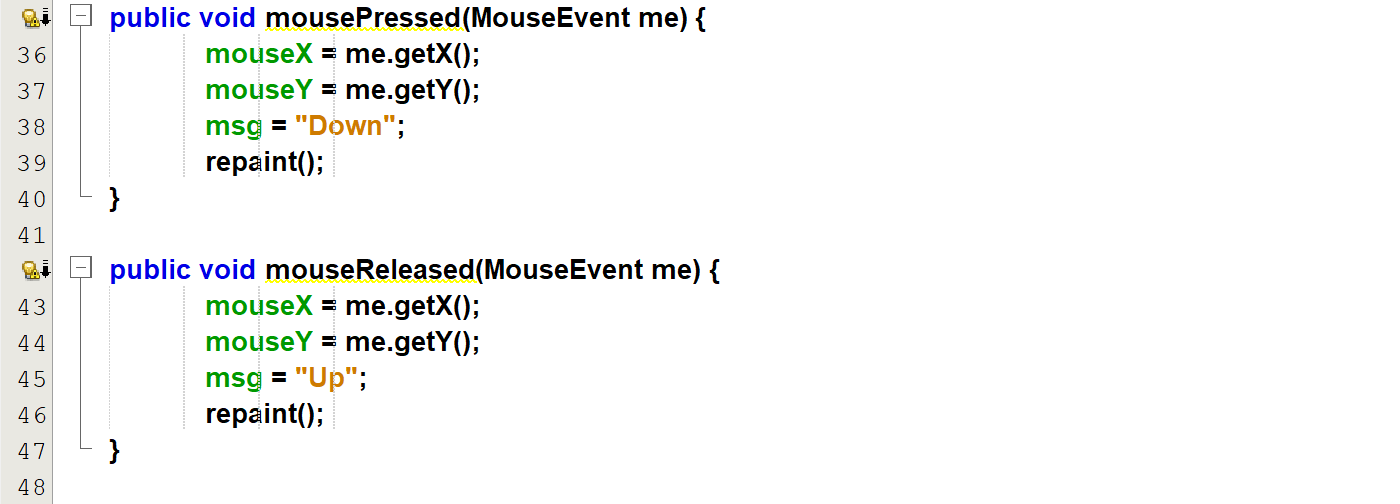
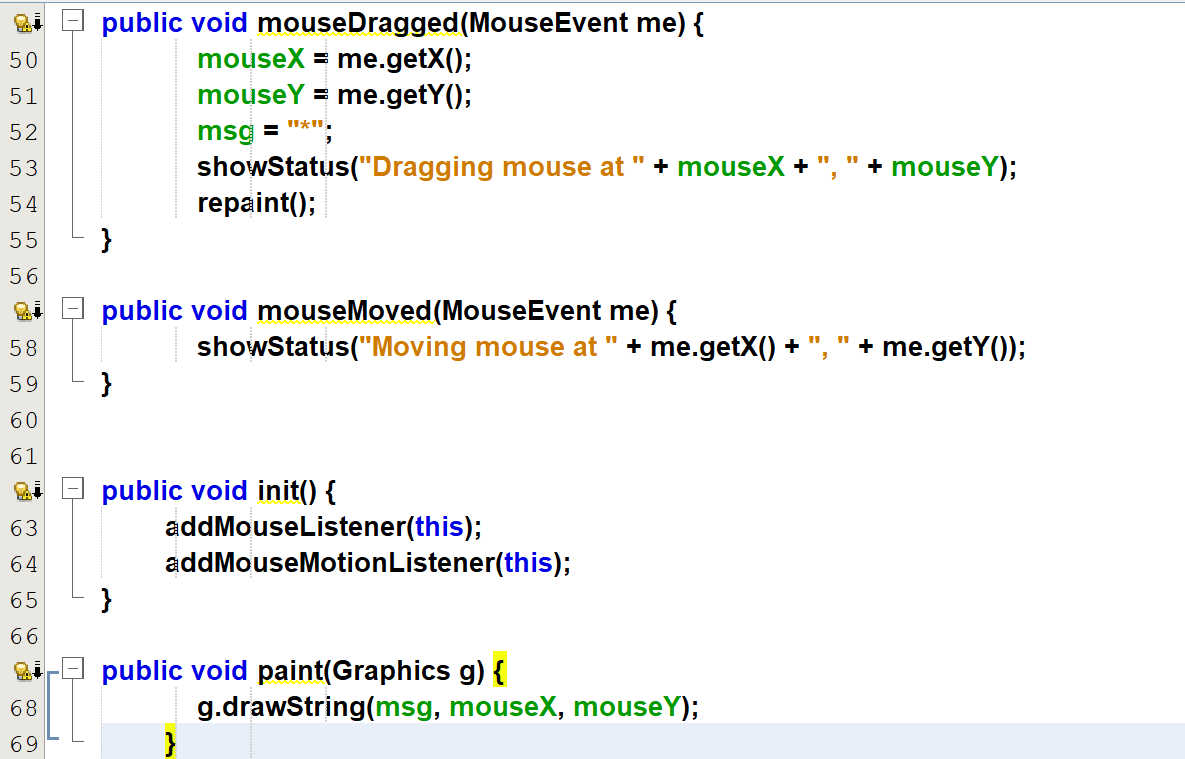
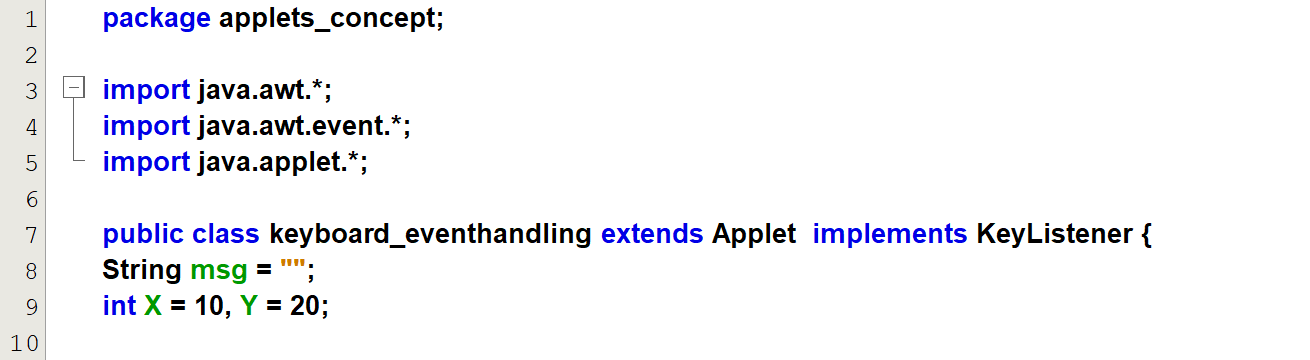
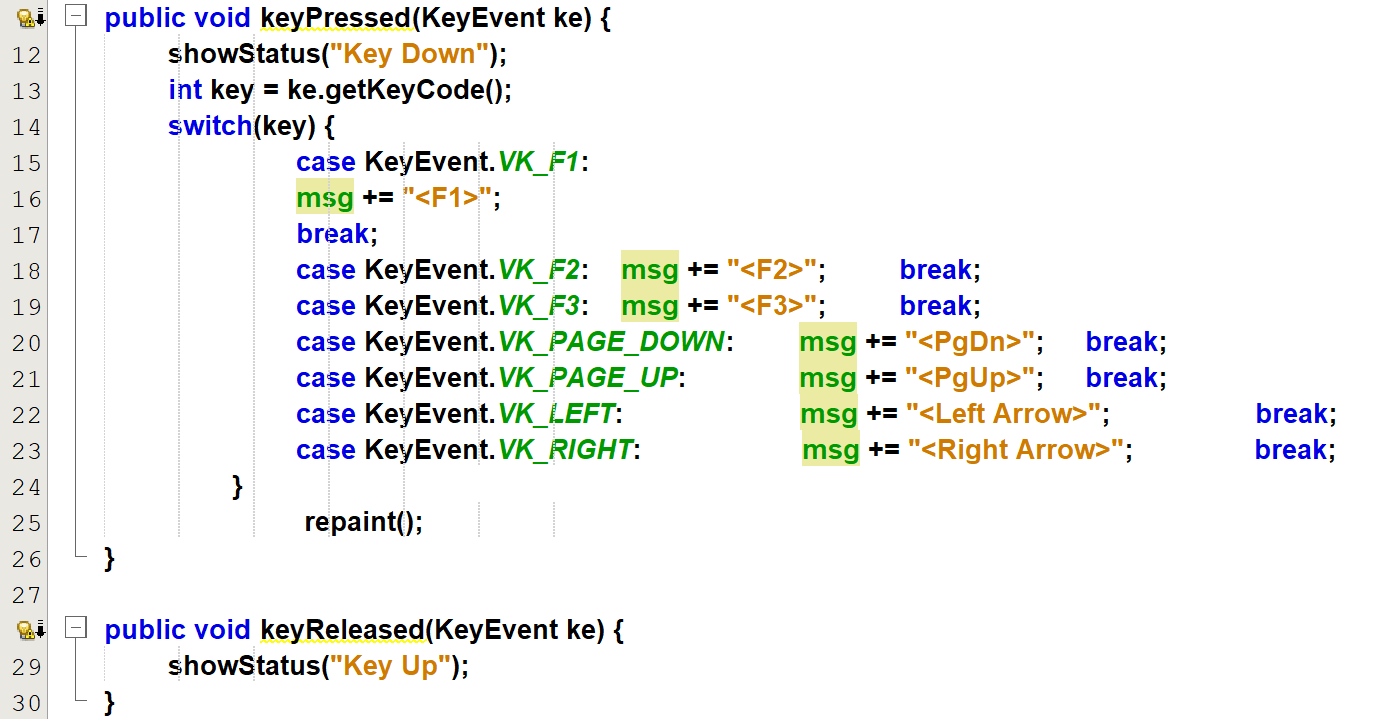
# **Refer mouse\_eventhandling.java**



# **Refer keyboard\_eventhandling.java**



Output:  
