package eventHandling;

// Demonstrate the mouse event handlers.

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*

<applet code="MouseEvents" width=300 height=100>

</applet>

\*/

public class MouseEvents extends Applet

implements MouseListener, MouseMotionListener {

String msg = "";

int mouseX = 0, mouseY = 0; // coordinates of mouse

public void init() {

addMouseListener(this);

addMouseMotionListener(this);

}

// Handle mouse clicked.

public void mouseClicked(MouseEvent me) {

// save coordinates

mouseX = 0;

mouseY = 10;

msg = "Mouse clicked.";

repaint();

}

// Handle mouse entered.

public void mouseEntered(MouseEvent me) {

// save coordinates

mouseX = 0;

mouseY = 10;

msg = "Mouse entered.";

repaint();

}

// Handle mouse exited.

public void mouseExited(MouseEvent me) {

// save coordinates

mouseX = 0;

mouseY = 10;

msg = "Mouse exited.";

repaint();

}

// Handle button pressed.

public void mousePressed(MouseEvent me) {

// save coordinates

mouseX = me.getX();

mouseY = me.getY();

msg = "Down";

repaint();

}

// Handle button released.

public void mouseReleased(MouseEvent me) {

// save coordinates

mouseX = me.getX();

mouseY = me.getY();

msg = "Up";

repaint();

}

// Handle mouse dragged.

public void mouseDragged(MouseEvent me) {

// save coordinates

mouseX = me.getX();

mouseY = me.getY();

msg = "\*";

showStatus("Dragging mouse at " + mouseX + ", " + mouseY);

repaint();

}

// Handle mouse moved.

public void mouseMoved(MouseEvent me) {

// show status

showStatus("Moving mouse at " + me.getX() + ", " + me.getY());

}

// Display msg in applet window at current X,Y location.

public void paint(Graphics g) {

g.drawString(msg, mouseX, mouseY);

}

}