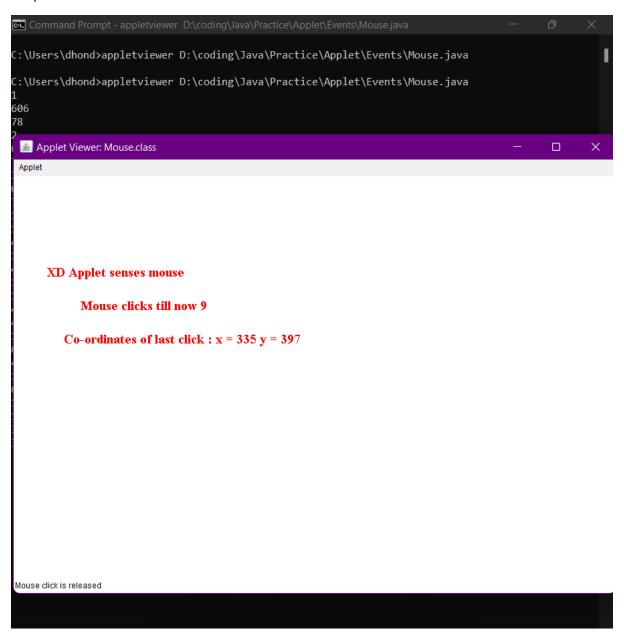
Code:

Mouse.java

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
/*<applet code="Mouse.class" height="600" width="900"> </applet>*/
public class Mouse extends Applet implements MouseListener{
    int clicks = 0;
    int x = 0;
    int y = 0;
    public void init(){
        addMouseListener(this);
    }
    public void mouseClicked(MouseEvent mb){
        clicks++;
        System.out.println(mb.getClickCount());
        repaint();
        x = mb.getX();
        String str = String.valueOf(x);
        System.out.println(str);
        y = mb.getY();
        str = String.valueOf(y);
        System.out.println(str);
    public void mousePressed(MouseEvent mb){
        showStatus("Mouse is clicked");
    public void mouseReleased(MouseEvent mb){
        showStatus("Mouse click is released");
    public void mouseEntered(MouseEvent mb){
    public void mouseExited(MouseEvent mb){
    Font f1 = new Font("Times New Roman", Font.BOLD, 20);
```

```
public void paint(Graphics g){
    g.setFont(f1);
    g.setColor(Color.RED);
    g.drawString("Applet senses mouse",50,150);
    g.drawString("Mouse clicks till now " + clicks, 100,200);
    g.drawString("Co-ordinates of last click : x = " + x + " y = " +
y,75,250);
  }
}
// comments
```

Output:



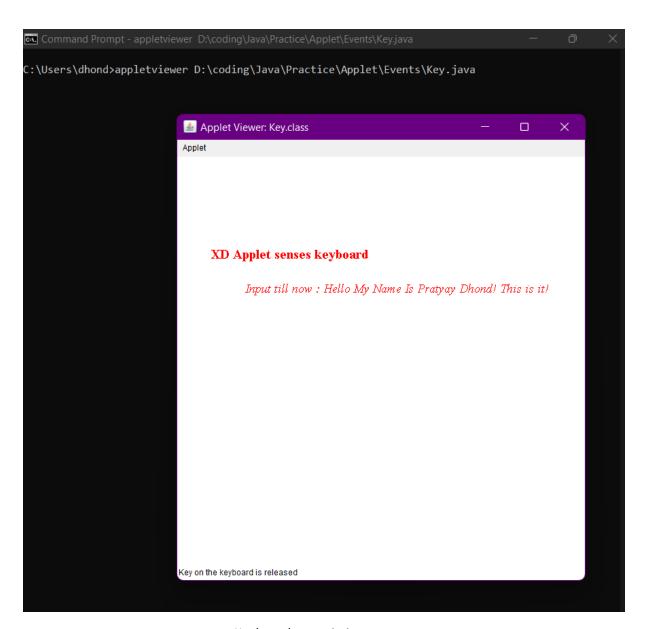
Applet using Mouse Event Listener

Code 2: KeyEventListener

Key.java

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
/*<applet code="Key.class" height="600" width="600"> </applet>*/
public class Key extends Applet implements KeyListener{
    String typed = "";
    public void init(){
        addKeyListener(this);
    public void keyTyped(KeyEvent kb){
        typed += kb.getKeyChar();
        repaint();
    public void keyReleased(KeyEvent kb){
        showStatus("Key on the keyboard is released");
    public void keyPressed(KeyEvent kb){
        showStatus("A key on the keyboard has been pressed");
    Font f1 = new Font("Times New Roman", Font.BOLD, 20);
    public void paint(Graphics g){
        g.setFont(f1);
        g.setColor(Color.RED);
        g.drawString("Applet Detects Keyboard",50,150);
        g.setFont(new Font("Serif",Font.ITALIC,18));
        g.drawString("Input till now : " + typed,100,200);
```

Output:



Keyboard event in java output