

```
2976 //MouseEvent Extra Program
2977 import java.awt.*;
2978 import java.awt.event.*;
2979 import java.util.*;
2980 import java.lang.*;
2981 import java.io.*;
2982 public class Series extends Frame implements MouseListener, MouseMotionListener{
2983     String msg="";
2984     int x=0,y=0;
2985     public Series(){
2986         addMouseListener(this);
2987         addMouseMotionListener(this);
2988         addWindowListener(new win());
2989     }
2990     public void mouseClicked(MouseEvent me){
2991         msg=msg+" clicked";
2992         repaint();
2993     }
2994     public void mouseEntered(MouseEvent me){
2995         x=100;
2996         y=100;
2997         msg="Mouse Entered";
2998         repaint();
2999     }
3000     public void mouseExited(MouseEvent me){
3001         x=100;
3002         y=100;
3003         msg="Mouse Exit";
3004         repaint();
3005     }
3006     public void mousePressed(MouseEvent me){
3007         x=me.getX();
3008         y=me.getY();
3009         msg="Button Down";
3010         repaint();
3011     }
3012     public void mouseReleased(MouseEvent me){
3013         x=me.getX();
3014         y=me.getY();
```

```

3013         x=me.getX();
3014         y=me.getY();
3015         msg="Button Released";
3016         repaint();
3017     }
3018     public void mouseDragged(MouseEvent me) {
3019         x=me.getX();
3020         y=me.getY();
3021         msg="*"+ " at "+x+", "+y;
3022         repaint();
3023     }
3024     public void mouseMoved(MouseEvent me) {
3025         msg="Moving at "+me.getX()+" "+me.getY();
3026         repaint();
3027     }
3028     public void paint(Graphics g) {
3029         g.drawString(msg,x,y);
3030     }
3031     public static void main(String[] args){
3032         Series s = new Series();
3033         boolean setVisible=false;
3034         s.setSize(new Dimension(400,350));
3035         s.setTitle("Mouse_Events");
3036         s.setVisible(true);
3037     }
3038 }
3039 class win extends WindowAdapter{
3040     public void windowClosing(WindowEvent w){
3041         System.exit(0);
3042     }
3043 }
3044
3045

```



Mouse\_Events



Moving at 229,218



Mouse\_Events



\* at 240,200



Mouse\_Events



Button Released

```

3047 //APPLETS MouseEvents
3048 import java.applet.*;
3049 import java.awt.*;
3050 import java.awt.event.*;
3051 import java.util.*;
3052 import java.lang.*;
3053 import java.io.*;
3054 public class Series extends Frame implements MouseListener, MouseMotionListener{
3055     String msg="";
3056     int x=0,y=0;
3057     public Series() {
3058         addMouseListener(this);
3059         addMouseMotionListener(this);
3060         addWindowListener(new win());
3061     }
3062     public void mouseClicked(MouseEvent me) {
3063         setForeground(Color.PINK);
3064         msg=msg+" clicked";
3065         repaint();
3066     }
3067     public void mouseEntered(MouseEvent me) {
3068         setForeground(Color.BLUE);
3069         x=100;
3070         y=100;
3071         msg="Mouse Entered";
3072         repaint();
3073     }
3074     public void mouseExited(MouseEvent me) {
3075         setForeground(Color.CYAN);
3076         x=100;
3077         y=100;
3078         msg="Mouse Exit";
3079         repaint();
3080     }
3081     public void mousePressed(MouseEvent me) {
3082         setForeground(Color.RED);
3083         x=me.getX();
3084         y=me.getY();
3085         msg="Button Down";
3086         repaint();

```



```

3085         msg="Button Down";
3086         repaint();
3087     }
3088     public void mouseReleased(MouseEvent me) {
3089         setForeground(Color.ORANGE);
3090         x=me.getX();
3091         y=me.getY();
3092         msg="Button Released";
3093         repaint();
3094     }
3095     public void mouseDragged(MouseEvent me) {
3096         setForeground(Color.PINK);
3097         x=me.getX();
3098         y=me.getY();
3099         msg="*"+ " at "+x+", "+y;
3100         repaint();
3101     }
3102     public void mouseMoved(MouseEvent me) {
3103         setForeground(Color.GREEN);
3104         msg="Moving at "+me.getX()+" "+me.getY();
3105         repaint();
3106     }
3107     public void paint(Graphics g) {
3108         g.drawString(msg,x,y);
3109     }
3110     public static void main(String[] args) {
3111         Series s = new Series();
3112         boolean setVisible=false;
3113         s.setSize(new Dimension(400,350));
3114         s.setTitle("Mouse_Events");
3115         s.setVisible(true);
3116     }
3117 }
3118 class win extends WindowAdapter{
3119     public void windowClosing(WindowEvent w) {
3120         System.exit(0);
3121     }
3122 }
3123
3124
3125 /*<applet code="Series.class" width="300" height="300">
3126     </applet>*/
3127

```



Mouse\_Events



Button Released





Mouse\_Events



Moving at 305,201