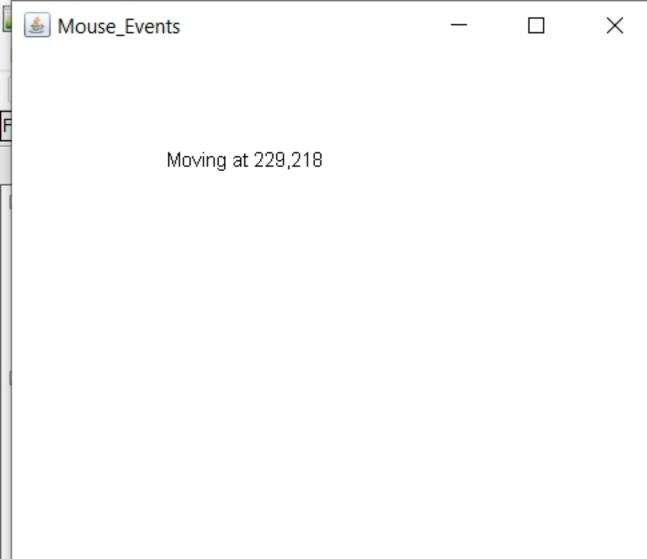
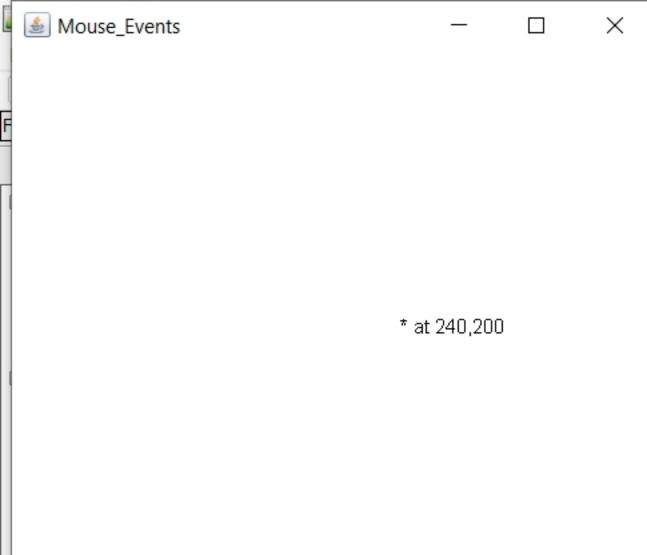
```
2977
       import java.awt.*;
       import java.awt.event.*;
2978
       import java.util.*;
2979
       import java.lang.*;
2980
       import java.io.*;
2981
      □public class Series extends Frame implements MouseListener, MouseMotionListener{
2982
           String msg="";
2983
          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

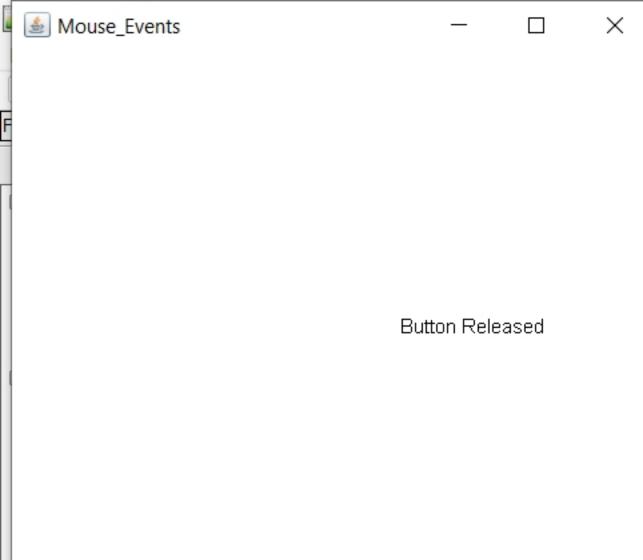
//MouseEvent Extra Program

2976

```
3013
               x=me.getX();
3014
               y=me.getY();
               msg="Button Released";
3015
3016
               repaint();
3017
3018
           public void mouseDragged(MouseEvent me) {
3019
               x=me.getX();
3020
               y=me.getY();
               msg="*"+" at "+x+","+y;
3021
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) {
               Series s = new Series();
3032
               boolean setVisible=false;
3033
3034
               s.setSize(new Dimension(400,350));
               s.setTitle("Mouse Events");
3035
3036
               s.setVisible(true);
3037
3038
3039
      □class win extends WindowAdapter{
           public void windowClosing(WindowEvent w) {
3040
               System.exit(0);
3041
3042
3043
3044
3045
```







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

3047

//APPLETS MouseEvents

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

