

1. Write a program to display the current coordinates of the mouse in the program's window.

```
import java.awt.*;
import java.awt.event.*;

public class gd extends Frame implements MouseListener, MouseMotionListener{
    String msg = "";
    int mouseX = 0, mouseY = 0;

    public gd(){
        addMouseListener(this);
        addMouseMotionListener(this);
        addWindowListener(new MyWindowAdapter());
    }

    public void mouseClicked(MouseEvent me){
        msg = msg + "__click recieved";
        repaint();
    }

    public void mouseEntered(MouseEvent me){
        mouseX = 100;
        mouseY = 100;
        msg = "MOUSE ENTERED .";
        repaint();
    }

    public void mouseExited(MouseEvent me)
    {
        mouseX = 100;
```

```

        mouseY = 100;

        msg ="mouse Exited";

        repaint();
    }

    public void mousePressed(MouseEvent me){

        mouseX = me.getX();

        mouseY = me.getY();

        msg ="Button Down";

        repaint();
    }

    public void mouseReleased(MouseEvent me){

        mouseX = me.getX();

        mouseY = me.getY();

        msg = "Button Released";

        repaint();
    }

    public void mouseDragged(MouseEvent me){

        mouseX = me.getX();

        mouseY = me.getY();

        msg = "*" + "MOUSE AT" + mouseX + "," +mouseY ;

        repaint();
    }

    public void mouseMoved(MouseEvent me){

        msg = "Moving at"+me.getX()+"," +me.getY() ;

        repaint();
    }

    public void paint(Graphics g)
    {

        g.drawString(msg,mouseX,mouseY);

    }

```

```
public static void main(String[] args){  
    gd appwin = new gd();  
    appwin.setSize(new Dimension(300,300));  
    appwin.setTitle("gd");  
    appwin.setVisible(true);  
}  
  
}  
class MyWindowAdapter extends WindowAdapter{  
    public void windowClosing(WindowEvent we){  
        System.exit(0);  
    }  
}
```



