

OBJECT ORIENTED PROGRAMING LAB**Experiment No.: 43****Name : Swetha Prakash****Roll No : 46****Batch : B****Date : 07-06-22****Aim**

Develop a program to handle all mouse events and window events.

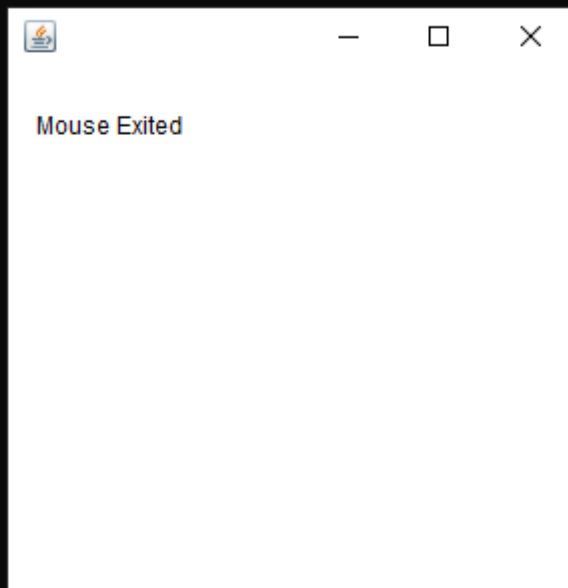
Source Code

```
import java.awt.*;
import java.awt.event.*;
public class Mouseevents extends Frame implements MouseListener{
    Label l;
    Mouseevents(){
        addMouseListener(this);
        l=new Label();
        l.setBounds(20,50,100,20);
        add(l);
        setSize(300,300);
        setLayout(null);
        setVisible(true);
    }
    public void mouseClicked(MouseEvent e) {
        l.setText("Mouse Clicked");
    }
    public void mouseEntered(MouseEvent e) {
        l.setText("Mouse Entered");
    }
}
```

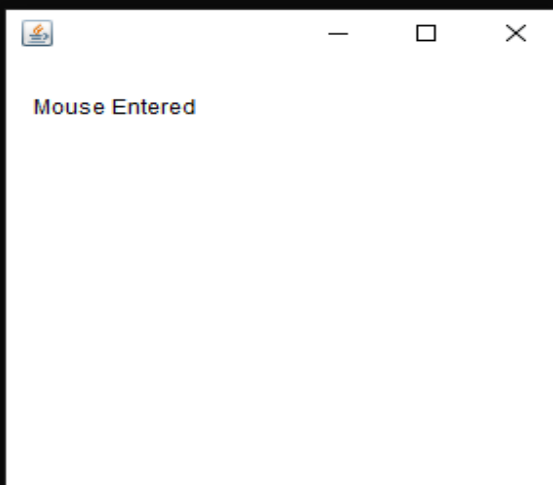
```
public void mouseExited(MouseEvent e) {  
    l.setText("Mouse Exited");  
}  
public void mousePressed(MouseEvent e) {  
    l.setText("Mouse Pressed");  
}  
public void mouseReleased(MouseEvent e) {  
    l.setText("Mouse Released");  
}  
public static void main(String[] args) {  
    new Mouseevents();  
}  
}
```

Output Screenshot

```
C:\Users\Student\Documents\Java>java Mouseevents
```



```
C:\Users\Student\Documents\Java>java Mouseevents
```



```
C:\Users\Student\Documents\Java>java Mouseevents
```

