SWING - MOUSEADAPTER CLASS

http://www.tutorialspoint.com/swing/swing mouseadapter.htm

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Introduction

The class **MouseAdapter** is an abstract *adapter* class for receiving mouse events. All methods of this class are empty. This class is convenience class for creating listener objects.

Class declaration

Following is the declaration for **java.awt.event.MouseAdapter** class:

```
public abstract class MouseAdapter
  extends Object
   implements MouseListener, MouseWheelListener, MouseMotionListener
```

Class constructors

S.N. Constructor & Description

1 MouseAdapter

Class methods

S.N. Method & Description

1 void mouseClickedMouseEvente

Invoked when the mouse button has been clicked pressedandreleased on a component.

2 **void mouseDragged***MouseEvente*

Invoked when a mouse button is pressed on a component and then dragged.

3 **void mouseEntered**MouseEvente

Invoked when the mouse enters a component.

4 **void mouseExited**MouseEvente

Invoked when the mouse exits a component.

5 **void mouseMoved***MouseEvente*

Invoked when the mouse cursor has been moved onto a component but no buttons have been pushed.

6 **void mousePressed** *MouseEvente*

Invoked when a mouse button has been pressed on a component.

7 **void mouseReleased** *MouseEvente*

Invoked when a mouse button has been released on a component.

Invoked when the mouse wheel is rotated.

Methods inherited

This class inherits methods from the following classes:

• java.lang.Object

MouseAdapter Example

Create the following java program using any editor of your choice in say **D:/** > **SWING** > **com** > **tutorialspoint** > **gui** >

SwingAdapterDemo.java

```
package com.tutorialspoint.gui;
import java.awt.*;
import java.awt.event.*;
public class SwingAdapterDemo {
   private JFrame mainFrame;
   private JLabel headerLabel;
   private JLabel statusLabel;
   private JPanel controlPanel;
   public SwingAdapterDemo(){
      prepareGUI();
   public static void main(String[] args){
      AwtAdapterDemo awtAdapterDemo = new AwtAdapterDemo();
      swingAdapterDemo.showMouseAdapterDemo();
   private void prepareGUI(){
      mainFrame = new JFrame("Java SWING Examples");
      mainFrame.setSize(400, 400);
      mainFrame.setLayout(new GridLayout(3, 1));
      headerLabel = new JLabel("", JLabel.CENTER );
statusLabel = new JLabel("", JLabel.CENTER);
      statusLabel.setSize(350,100);
      mainFrame.addWindowListener(new WindowAdapter() {
          public void windowClosing(WindowEvent windowEvent){
          System.exit(0);
      });
      controlPanel = new JPanel();
      controlPanel.setLayout(new FlowLayout());
      mainFrame.add(headerLabel);
      mainFrame.add(controlPanel);
      mainFrame.add(statusLabel);
      mainFrame.setVisible(true);
   }
   private void showMouseAdapterDemo(){
      headerLabel.setText("Listener in action: MouseAdapter");
      JPanel panel = new JPanel();
      panel.setBackground(Color.magenta);
      panel.setLayout(new FlowLayout());
```

```
panel.addMouseListener(new MouseAdapter(){
      public void mouseClicked(MouseEvent e) {
         statusLabel.setText("Mouse Clicked: ("
         +e.getX()+", "+e.getY() +")");
   });
   JLabel msglabel
   = new JLabel("Welcome to TutorialsPoint SWING Tutorial."
   , JLabel.CENTER);
   msglabel.addMouseListener(new MouseAdapter(){
      public void mouseClicked(MouseEvent e) {
         statusLabel.setText("Mouse Clicked: ("
         +e.getX()+", "+e.getY() +")");
   });
   panel.add(msglabel);
   controlPanel.add(panel);
   mainFrame.setVisible(true);
}
```

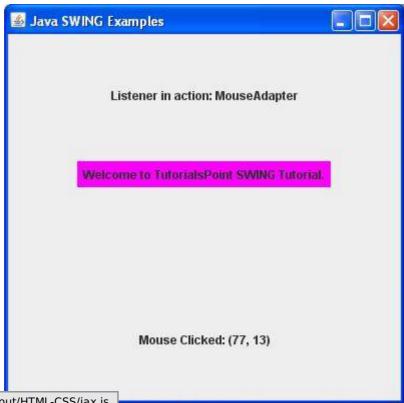
Compile the program using command prompt. Go to **D:/ > SWING** and type the following command.

```
D:\SWING>javac com\tutorialspoint\gui\SwingAdapterDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

D:\SWING>java com.tutorialspoint.gui.SwingAdapterDemo

Verify the following output



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