

PRACTICAL 10

Event Handling-II, Handling of events using Adapter class

Core

1. Write an applet program which handles all mouse related events by implementing MouseListener, MouseMotionListener interfaces onto your Applet class.
2. Implement the 1st program using adapter class instead of implementing an interface. Do not implement all methods. At least implement 1 method from MouseListener and 1 from MouseMotionListener.
3. Write a program to demonstrate the use of card layout. Use all necessary methods.
4. Write an applet program which processes key related events by implementing KeyListener interface onto your class. Display which key has been pressed by you on applet.

Plus

1. Implement 2nd program using Inner class i.e. define listener class which extends from MouseAdapter within Applet class itself.
2. Implement 2nd program using Anonymous Inner class.