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**Roll No:51**

**Batch:R MCA-B**

**Date:22/06/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 29**

**Aim**

Develop a program to handle all mouse events and window events

**PROCEDURE**

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 Exit");

}

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**

