**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 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**

