Practical 2(mouse event)

import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.awt.event.MouseEvent;

import java.awt.event.MouseListener;

import java.awt.event.WindowAdapter;

import java.awt.event.WindowEvent;

public class Components implements ActionListener,MouseListener{

TextField t;

Frame f;

Button b1;

Components (){

f=new Frame("event demo");

f.setSize(400,400);

b1=new Button("ok");

b1.setBounds(20, 50, 70, 30);

f.add(b1);

t=new TextField();

t.setBounds(80,100,120,20);

f.add(t);

f.addMouseListener(this);

b1.addActionListener(this);

f.setLayout(null);

f.setVisible(true);

f.addWindowListener(new WindowAdapter()

{ public void windowClosing(WindowEvent we)

{

System.exit(0);

}

});

}

public void mouseClicked(MouseEvent e) {

t.setText("mouse clicked");

}

public void mousePressed(MouseEvent e) {

t.setText("mouse pressed");

}

public void mouseReleased(MouseEvent e) {

t.setText("mouse released");

}

public void mouseEntered(MouseEvent e) {

t.setText("mouse entered");

}

public void mouseExited(MouseEvent e) {

t.setText("mouse exited");

}

public void actionPerformed(ActionEvent e) {

f.dispose();

}

public static void main(String[] args) { new Components ();

}

}