

AWT-PROGRAMS

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3-D

MOUSE-EVENT HANDLING

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class MouseEvents implements MouseListener, ActionListener
{
    static JFrame frame;
    static JTextField text;
    public static void main(String[] args)
    {
        frame=new JFrame("Mouse Event");
        frame.setBackground(Color.white);
        frame.setSize(500,500);
        frame.setLayout(null);
        text=new JTextField();
        text.setBounds(0,0,500,50);
        frame.add(text);

        JButton exit=new JButton("Exit");
        exit.setBounds(220,235,60,30);
        frame.add(exit);
```

```
    MouseEvents obj=new MouseEvents();  
    frame.addMouseListener(obj);  
    exit.addActionListener(obj);  
    frame.setVisible(true);  
}  
  
@Override  
public void actionPerformed(ActionEvent e)  
{  
    frame.dispose();  
}  
  
@Override  
public void mouseEntered(MouseEvent e)  
{  
    text.setText("");  
    text.setText("Mouse Entered the frame from point ");  
    text.setText(text.getText()+e.getX()+" "+e.getY());  
}  
  
@Override  
public void mouseExited(MouseEvent e)  
{  
    text.setText("");  
    text.setText("Mouse Exited the frame from point ");  
    text.setText(text.getText()+e.getX()+" "+e.getY());  
}  
  
@Override  
public void mouseReleased(MouseEvent e)  
{  
    text.setText("");  
    String button="Right";
```

```

        if(e.getButton()==MouseEvent.BUTTON1)
            button="Left";
        text.setText(button+" Button Released at point ");
        text.setText(text.getText()+e.getX()+" "+e.getY());
    }

    @Override
    public void mousePressed(MouseEvent e)
    {
        text.setText("");
        String button="Right";
        if(e.getButton()==MouseEvent.BUTTON1)
            button="Left";
        text.setText(button+" Button Pressed at point ");
        text.setText(text.getText()+e.getX()+" "+e.getY());
    }

    @Override
    public void mouseClicked(MouseEvent e)
    {
        text.setText("");
        String button="Right";
        if(e.getButton()==MouseEvent.BUTTON1)
            button="Left";
        text.setText(button+" Button Clicked at point ");
        text.setText(text.getText()+e.getX()+" "+e.getY());
    }
}

```

