LAB9

NAME: Aditya Anand ROLL NO.: 20124009

BRANCH: IT

S No.	Title	Date Of Implementation	Remarks
1	Program to illustrate MouseAdapter Class	07-03-2021	
2	Program to illustrate KeyAdapter Class	07-03-2021	

Program to illustrate MouseAdapter Class

OBJECTIVE:

The following program creates a UI and overrides the mouseClicked method of the MouseAdapter Class.

The program creates a rectangle whenever a user makes a mouse click.

CODE:

```
import java.awt.*;
import java.awt.event.*;
public class Lab9MouseAdapter {
    public class MouseAdapterProg extends MouseAdapter{
        Frame f;
        MouseAdapterProg(){
            f = new Frame ("Mouse Adapter");
            f.addMouseListener(this);
            f.setSize (300, 300);
            f.setLayout (null);
            f.setVisible (true);
        }
        public void mouseClicked (MouseEvent e) {
            Graphics g = f.getGraphics();
            g.setColor (Color.BLUE);
            g.fillRect (e.getX(), e.getY(), 30, 30);
        }
    }
    public static void main(String[] args) {
        Lab9MouseAdapter 1 = new Lab9MouseAdapter();
        MouseAdapterProg m = 1.new MouseAdapterProg();
    }
}
OUTPUT:
Mouse Adapter
```

Program to illustrate MouseAdapter Class

OBJECTIVE:

The following program creates a UI and overrides the keyReleased method of the KeyAdapter Class.

The program counts the number of words and letters typed by the user.

CODE:

```
import java.awt.*;
import java.awt.event.*;
public class Lab9KeyAdapter {
    public class KeyAdapterProg extends KeyAdapter{
        Label 1;
        TextArea area;
        Frame f;
        KeyAdapterProg(){
            f = new Frame ("Key Adapter");
            1 = new Label();
            1.setBounds (20, 50, 200, 20);
            area = new TextArea();
            area.setBounds (20, 80, 300, 300);
            area.addKeyListener(this);
            f.add(1);
            f.add(area);
            f.setSize (400, 400);
            f.setLayout (null);
            f.setVisible (true);
        }
        public void keyReleased (KeyEvent e) {
            String text = area.getText();
            String words[] = text.split ("\\s");
            1.setText ("Words: " + words.length + " Characters:" + text.length());
        }
    }
    public static void main(String[] args) {
        Lab9KeyAdapter 1 = new Lab9KeyAdapter();
        KeyAdapterProg m = 1.new KeyAdapterProg();
    }
}
```

