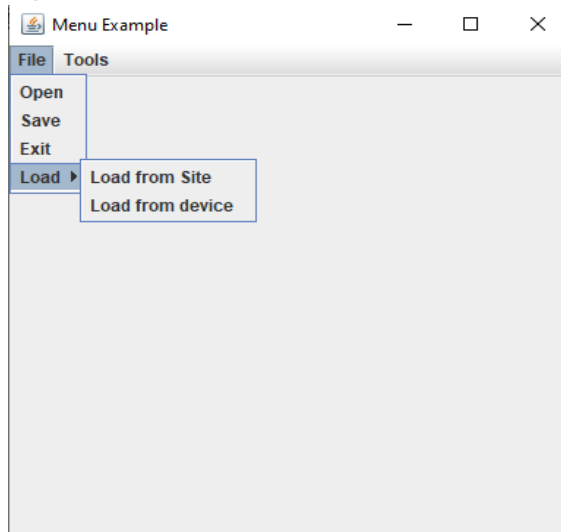


## Lab 2

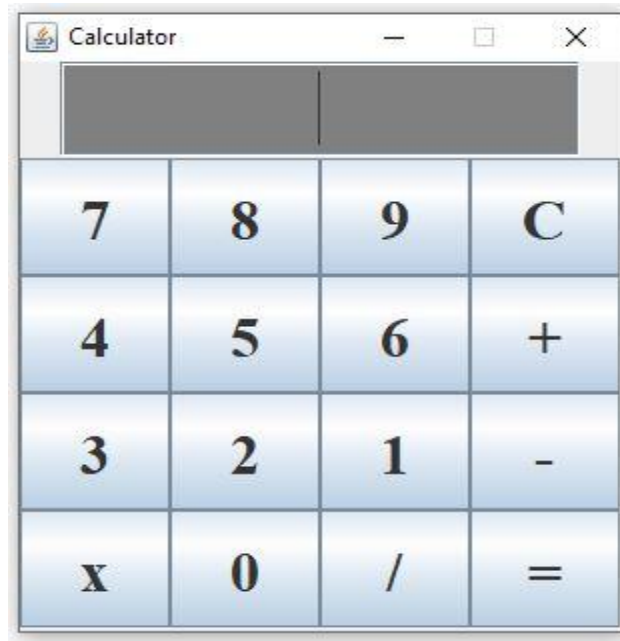
### Java Swing Basics and Event Handling

1. Write a Java Swing program to illustrate the concept of `MouseListener`, `MouseWheelListener`, `WindowListener` and `KeyListener`.
2. Create a frame having menu as below.



Also give a message to user using `JOptionPane` of which menu-item user has clicked.

3. Write a Java Program to create a window where user can draw anything by dragging mouse on it.
4. Write a Java program in Java to generate a frame as below:



Application above should perform appropriate actions as per the button click.