



Government Engineering College, Thrissur
CS206 - OBJECT ORIENTED DESIGN AND
PROGRAMMING
Assignment -
Java Programming Assignments -
AWT Event Listeners

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Java Programming Assignment

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

class ButtonAction extends Applet implements MouseMotionListener{

    // Setting Variables
    private Button b; // Button
    private String mouseMsg, cornerMsg; // Messages to be displayed
    private boolean laid = false; // To place button only once in paint
    private double x, y; // coordinates of mouse pointer

    // Init method overridden
    public void init(){

        // Adding button to applet
        b = new Button("Click Me");
        add(b);

        // Attaching listeners
        b.addMouseListener(this);
        b.addActionListener(this);
    }

    // MouseMotionEvent to check mouse dragged
    public void mouseDragged(MouseEvent me){
        // Setting Status in Applet window
        setStatus("% x: " + String.valueOf(me.getX()) + " y: " +
String.valueOf(me.getY()));
    }

    // To check whether button is clicked
    public void actionPerformed(ActionEvent ae){
        String str = ae.getActionCommand();
        if (str.equals("Click Me")){
            cornerMsg = "Mouse Clicked";
        }
    }
}
```

```

    }
}

// MouseEvent to check mouse is pressed on button
public void mousePressed(MouseEvent me){

    // Getting Pointer location from java.awt.MouseInfo Class
    Point point = MouseInfo.getPointerInfo().getLocation();
    x = point.getX();
    y = point.getY();
    mouseMsg = "Pressed";

    // To repaint
    repaint();
}

// MouseEvent to check mouse is released on button
public void mouseReleased(MouseEvent me){

    // Getting Pointer location from java.awt.MouseInfo Class
    Point point = MouseInfo.getPointerInfo().getLocation();
    x = point.getX();
    y = point.getY();
    mouseMsg = "Released";

    // To repaint
    repaint();
}

// paint method overridden
public void paint(Graphics g){

    // Setting location of button once
    if (!laid){
        b.setLocation(200, 300);
        b.setSize(40, 30);
        laid = true;
    }
}

```

```
        // Setting messages
        g.drawString(mouseMsg, x, y);
        g.drawString(cornerMsg, 10, 10);
    }
}
```