#include <ncurses.h>

#include <stdio.h>

#include <assert.h>

WINDOW\* window;

MEVENT event;

int c;

int count = 0;

int mouse\_row;

int mouse\_col;

int mouse\_button;

void draw() {

mvprintw(1, 1, "Character Pressed = %d", c);

mvprintw(2, 1, "Mouse = row %d, col %d", mouse\_row, mouse\_col);

mvprintw(6, 1, "Event number: %4d", count);

}

void update() {

// Gets Keyboard/Mouse Input from the User

c = getch();

count++;

// Records Mouse Location on Click

if (c == KEY\_MOUSE)

{

getmouse(&event);

mouse\_row = event.y;

mouse\_col = event.x;

mouse\_button = event.bstate;

}

refresh();

}

int main() {

initscr();

keypad(stdscr, TRUE);

raw();

noecho();

cbreak();

timeout(250);

// Tells Curses we are interested in mouse events and positioning information

mousemask(ALL\_MOUSE\_EVENTS | REPORT\_MOUSE\_POSITION, NULL);

// Animation Loop

while (true) {

update();

draw();

}

endwin();

return 0;

}