**package** shrutin;

**import** java.awt.\*;

**import** java.awt.event.\*;

**public** **class** MouseListenerExample **extends** Frame **implements** MouseListener {

**private** **static** **final** **boolean** ***True*** = **false**;

Label L;

**public** MouseListenerExample()

{

addMouseListener(**this**);

L =**new** Label();

L.setBounds(20,50,100,20);

add(L);

setSize(300,300);

setLayout(**null**);

setVisible(**true**);

}

**public** **static** **void** main(String[] args)

{

**new** MouseListenerExample();

}

**public** **void** mouseClicked(MouseEvent e)

{

L.setText("Mouse Clicked");

}

**public** **void** mousePressed(MouseEvent e) {

L.setText("Mouse Pressed");

}

**public** **void** mouseReleased(MouseEvent e) {

L.setText("Mouse Realeased");

}

**public** **void** mouseEntered(MouseEvent e) {

L.setText("Mouse Entered");

}

**public** **void** mouseExited(MouseEvent e) {

L.setText("Mouse Exited");

}

}