/\*

<applet code=mouseclk height=800 width=800>

</applet>

\*/

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class mouseclk extends Applet implements MouseListener

{

int mx,my;

int width,height;

public void init()

{

width=getSize().width;

height=getSize().height;

mx=width/2;

my=height/2;

addMouseListener(this);

}

public void mouseClicked(MouseEvent e)

{

mx=e.getX();

my=e.getY();

repaint();

}

public void mouseEntered(MouseEvent e)

{}

public void mouseExited(MouseEvent e)

{}

public void mouseReleased(MouseEvent e)

{}

public void mousePressed(MouseEvent e)

{}

public void paint(Graphics g)

{

g.drawString("CHRIST",mx,my);

}

}