//10.2

//Write a java program to illustrate the Mouse Events by using an applet code.

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*<applet code="MouseEvents" width=300 height=100>

</applet>\*/

public class MouseEvents extends Applet implements MouseListener,MouseMotionListener

{

String msg=" ";

int mouseX=10,mouseY=20;

public void init()

{

addMouseListener(this);

addMouseMotionListener(this);

}

public void mouseClicked(MouseEvent me)

{

mouseX=10;

mouseY=20;

msg="Mouse Clicked";

repaint();

}

public void mouseEntered(MouseEvent me)

{

mouseX=10;

mouseY=20;

msg="Mouse Entered";

repaint();

}

public void mouseExited(MouseEvent me)

{

mouseX=10;

mouseY=20;

msg="Mouse Exited";

repaint();

}

public void mousePressed(MouseEvent me)

{

mouseX=me.getX();

mouseY=me.getY();

msg="Down";

repaint();

}

public void mouseReleased(MouseEvent me)

{

mouseX=me.getX();

mouseY=me.getY();

msg="Up";

repaint();

}

public void mouseDragged(MouseEvent me)

{

mouseX=me.getX();

mouseY=me.getY();

msg="\*";

showStatus("Dragging mouse at "+mouseX+", "+mouseY);

repaint();

}

public void mouseMoved(MouseEvent me)

{

showStatus("Moving mouse at "+me.getX()+", "+me.getY());

}

public void paint(Graphics g)

{

g.drawString(msg,mouseX,mouseY);

}

}

OUTPUT:

