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1: // $Id: mouseevent.java,v 1.12 2012-05-31 22:09:32-07 - - $
2:
3: //
4: // Shows how to handle mouse events.
5: // Mouse is clicked, which is pressed then released.
6: // Mouse enters or leaves on a mouseover.
7: //
8:
9: import java.awt.*;
10: import java.awt.event.*;
11: import javax.swing.*;
12: import static java.lang.System.*;
13:
14: class mouseevent {
15:
16:     static void log_event (String name, MouseEvent event) {
17:         out.printf ("Mouse %s:%n", name);
18:         Point relative = event.getPoint();
19:         Point absolute = event.getLocationOnScreen();
20:         out.printf ("    relative = (%s,%s), screen = (%s,%s)%n",
21:             relative.getX(), relative.getY(),
22:             absolute.getX(), absolute.getY());
23:         out.printf ("    button = %d, clicks = %d, when = %d%n",
24:             event.getButton(), event.getClickCount(),
25:             event.getWhen());
26:         out.printf ("    modifiers =");
27:         if (event.isAltDown()) out.printf (" Alt");
28:         if (event.isAltGraphDown()) out.printf (" AltGraph");
29:         if (event.isControlDown()) out.printf (" Control");
30:         if (event.isMetaDown()) out.printf (" Meta");
31:         if (event.isShiftDown()) out.printf (" Shift");
32:         out.printf ("%n");
33:     }
34:
35:     static class mouse_listener implements MouseListener {
36:         public void mouseClicked (MouseEvent event) {
37:             log_event ("Clicked", event);
38:         }
39:         public void mouseEntered (MouseEvent event) {
40:             log_event ("Entered", event);
41:         }
42:         public void mouseExited (MouseEvent event) {
43:             log_event ("Exited", event);
44:         }
45:         public void mousePressed (MouseEvent event) {
46:             log_event ("Pressed", event);
47:         }
48:         public void mouseReleased (MouseEvent event) {
49:             log_event ("Released", event);
50:         }
51:     }
52:
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53:
54:     public static void main (String[] args) {
55:         JFrame frame = new JFrame ("mouseevent");
56:         Container pane = frame.getContentPane ();
57:         JButton button = new JButton ("Click this");
58:         pane.add (button);
59:         button.setFont (new Font ("Helvetica", Font.BOLD, 36));
60:         button.addMouseListener (new mouse_listener ());
61:         frame.setLocation (256, 256);
62:         frame.pack ();
63:         frame.setVisible (true);
64:     }
65:
66: }
67:
```