

IC6 – due 3/25
Mouse Events
ITEC 2150
Spring 2013

- Create a Java GUI based Java program
 - Add
 - a JFrame
 - Two JPanels
 - Two JButtons
 - A JTextArea
 - A JTextField
 - A JLabel
 - Set the main panel to a BorderLayout
 - Set the other panel to a GridLayout
- Add the JTextField to the NORTH of the main panel
- Add the JTextArea to CENTER
- Add JLabel to SOUTH
- Add the two buttons to the second panel
 - Get Text
 - Use a JFileChooser to select a text file
 - Use a FileReader to read the file
 - Clear
- Add second panel to JFrame
- Add an inner class that implements the MouseListener interface
 - Remember the 5 methods you must implement
- Implement each of the methods
- mousePressed(MouseEvent me)
 - Display mouse pressed in <control> in JLabel
- mouseReleased(MouseEvent me)
 - Display mouse released in <control> in JLabel
- mouseClicked(MouseEvent me)
 - Left button is MouseEvent.BUTTON1
- Open JFileChooser to select file
 - Display text of file in JTextArea
- Right button is MouseEvent.BUTTON3
 - Display right button clicked
- mouseEntered(MouseEvent me)
 - Display mouse entered <control> in JLabel
- mouseExited(MouseEvent me)
 - Display mouse exited <control>
- Add the listener to your buttons, text area and text field.
 - Notice we are not adding ActionListener to handle button clicks
- Add main panel to JFrame
- Set JFrame to visible