1.Create applet and show mouse Listener example.

package AppletExample;

import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

import java.applet.\*;

/\*<applet code="MouseApplet.class" width=100 height=100>

</applet>

\*/

public class MouseApplet extends Applet {

JPanel p;

JTextField t; String message;

public void init(){

t=new JTextField(20);

add(t);

addMouseListener(new MouseAdapter()

{

public void mouseClicked(MouseEvent me)

{

message="Mouse Clicked:X="+me.getX()+"Y="+me.getY();

t.setText(message);

}

});

addMouseMotionListener(new MouseMotionAdapter()

{

public void mouseMoved(MouseEvent me)

{

message="Mouse Moved:X="+me.getX()+"Y="+me.getY();

t.setText(message);

}

});

}

}

2.Write a program to demonstrate example for passing parameter.

package AppletExample;

import java.awt.\*;

import java.applet.\*;

/\*

\*<applet code="PassingParams.class" width=100 height=100>

\*<PARAM NAME="FontName" VALUE="Courier"/>

\*<PARAM NAME="FontSize" VALUE="24"/>

\*<PARAM NAME="FontColor" VALUE="240"/>

\*<PARAM NAME="message" VALUE="Welcome to java"/>

</applet> \*/

public class PassingParams extends Applet{

String name,message;

int size;

Color c;

Font f;

public void init()

{

name=getParameter("FontName");

size=Integer.parseInt(getParameter("FontSize"));

c=new Color(Integer.parseInt(getParameter("FontColor")));

message=getParameter("message");

f=new Font(name,Font.BOLD,size);

}

public void paint(Graphics g)

{

g.drawString("Font name:"+name,10,10);

g.drawString("Font size:"+size,10,10);

g.setColor(c);

g.setFont(f);

g.drawString(message, 10,50);

}

}