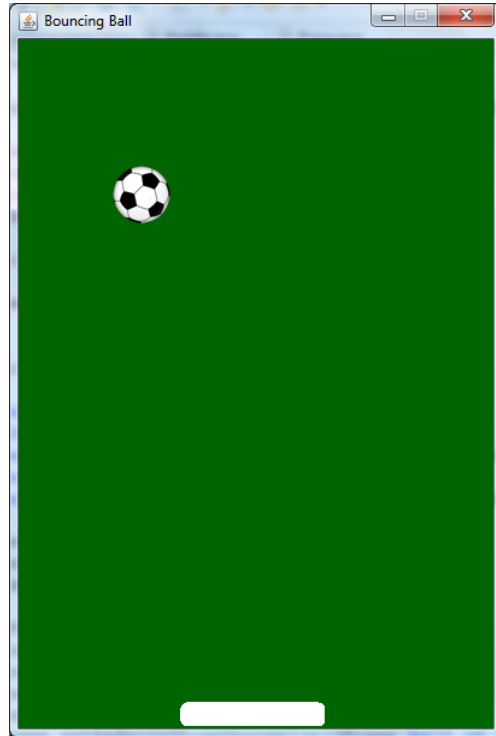


## THE *MouseEvent* CLASS: CONTROLLING OUR PADDLE WITH THE MOUSE

Modify your **Bouncing Ball** application so that you can control the paddle with the mouse instead of the keyboard. You will need to implement the **MouseMotionListener** interface and use the **mouseMoved()** method to control the x-position of the paddle.



You'll notice that when you run the program, the cursor stays on the screen. If you want to make the cursor invisible but still register mouse events, you can create a custom cursor using a transparent picture file and then add the following code to your program:

1. Declare and initialize an **ImageIcon** object:

```
ImageIcon myCursor = new ImageIcon("cursor.gif");
```

2. Declare and initialize a **Cursor** object:

```
Cursor c = Toolkit.getDefaultToolkit().createCustomCursor  
(myCursor.getImage(), new Point(16, 16), "");
```

3. Add the cursor to your panel:

```
setCursor(c);
```

If you want to learn more about the **Toolkit** object and the methods included in the **Toolkit** class, read through the Java API.