Practical 2: Write a program to create a frame using AWT. Implement mouseClick, mouseEntered() and

mouseExicted()’ events.Frame should become visible when the mouse enters it

//Code Starts here

package wb;

import java.awt.\*;

import java.awt.event.\*;

public class wb extends Frame implements MouseListener {

Label l;

wb() {

super("AWT Frame");

l = new Label();

l.setFont(new Font("Courier New", Font.ITALIC, 20));

l.setBackground(Color.GREEN);

l.setBounds(25, 60, 250, 30);

l.setAlignment(Label.CENTER);

this.add(l);

this.setSize(300, 300);

this.setLayout(null);

this.setVisible(true);

this.addMouseListener(this);

this.addWindowListener(new WindowAdapter() {

public void windowClosing(WindowEvent e) {

dispose();

}

});

}

public static void main(String[] args) {

new wb();

}

@Override

public void mouseClicked(MouseEvent e) {

l.setText("Mouse Clicked");

}

@Override

public void mousePressed(MouseEvent e) {

}

@Override

public void mouseReleased(MouseEvent e) {

}

@Override

public void mouseEntered(MouseEvent e) {

l.setText("Mouse Entered");

}

@Override

public void mouseExited(MouseEvent e) {

l.setText("Mouse Exited");

}

}