```
import java.awt.*;
import java.awt.event.*;
public class MouseEventsDemo extends Frame implements MouseListener, MouseMotionL
istener{
   String msg="";
    int mouseX=0, mouseY=0;
    public MouseEventsDemo() {
        addMouseListener(this);
        addMouseMotionListener(this);
        addWindowListener(new MyWindowAdapter());
    public void mouseClicked(MouseEvent me){
        msg=msg+"Clicked";
        repaint();
    public void mouseEntered(MouseEvent me){
        mouseX=100;
        mouseY=100;
        msg="Mouse Entered";
        repaint();
    public void mouseExited(MouseEvent me){
        mouseX=100;
```

```
mouseY=100;
        msg= "Mouse Exited";
        repaint();
    public void mousePressed(MouseEvent me){
       mouseX=me.getX();
        mouseY=me.getY();
        msg="Button Down";
        repaint();
   public void mouseReleased(MouseEvent me){
        mouseX=me.getX();
        mouseY=me.getY();
        msg="Button Released";
        repaint();
    public void mouseDragged(MouseEvent me){
        mouseX=me.getX();
        mouseY=me.getY();
        msg="*"+" mouse at "+mouseX+", "+mouseY;
        repaint();
    public void mouseMoved(MouseEvent me){
        msg="Moving mouse at "+me.getX()+", "+me.getY();
        repaint();
    public void paint(Graphics g){
        g.drawString(msg,mouseX,mouseY);
    public static void main(String args[]){
        MouseEventsDemo appwin=new MouseEventsDemo();
        appwin.setSize(new Dimension(300,300));
        appwin.setTitle("MouseEventsDemo");
        appwin.setVisible(true);
class MyWindowAdapter extends WindowAdapter{
    public void windowClosing(WindowEvent we){
        System.exit(0);
```

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