/\*

<applet code="SimpleApplet" width=200 height=60>

</applet>

\*/

import java.applet.\*;

import java.awt.\*;

public class SimpleApplet extends Applet

{

public void paint(Graphics g)

{

g.drawString("Hello World From Applet", 20, 20);

}

}

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*

<applet code="MouseEvents" width=300 Height=100>

</applet>

\*/

public class MouseEvents extends Applet

implements MouseListener,MouseMotionListener

{

String msg=" ";

int mouseX=0,mouseY=0; //Coordinates of mouse

public void init()

{

addMouseListener(this);

addMouseMotionListener(this);

}

//handle Mouse Entered

public void mouseEntered(MouseEvent me)

{

//save coordinates

mouseX=0;

mouseY=10;

msg="Mouse Entered";

repaint();

}

//handle MouseExited

public void mouseExited(MouseEvent me)

{

//save coordinates

mouseX=0;

mouseY=10;

msg="Mouse Exited";

repaint();

}

//handle Mouse Button pressed

public void mousePressed(MouseEvent me)

{

//save coordinates

mouseX=me.getX();

mouseY=me.getY();

msg="Down";

repaint();

}

//handle Mouse Released

public void mouseReleased(MouseEvent me)

{

//save coordinates

mouseX=me.getX();

mouseY=me.getY();

msg="Up";

repaint();

}

//handle Mouse Dragged

public void mouseDragged(MouseEvent me)

{

//save coordinates

mouseX=me.getX();

mouseY=me.getY();

msg="\*";

showStatus("Dragging mouse at "+mouseX+", "+mouseY);

repaint();

}

//handle Mouse moved

public void mouseMoved(MouseEvent me)

{

showStatus("Moving mouse at "+me.getX()+", "+me.getY());

}

public void mouseClicked(MouseEvent m)

{

msg="MSRIT";

setBackground(Color.pink);

showStatus("Mouse Clicked");

repaint();

}

//Display message in applet window at current x, y location

public void paint(Graphics g)

{

g.drawString(msg,mouseX,mouseY);

}

}