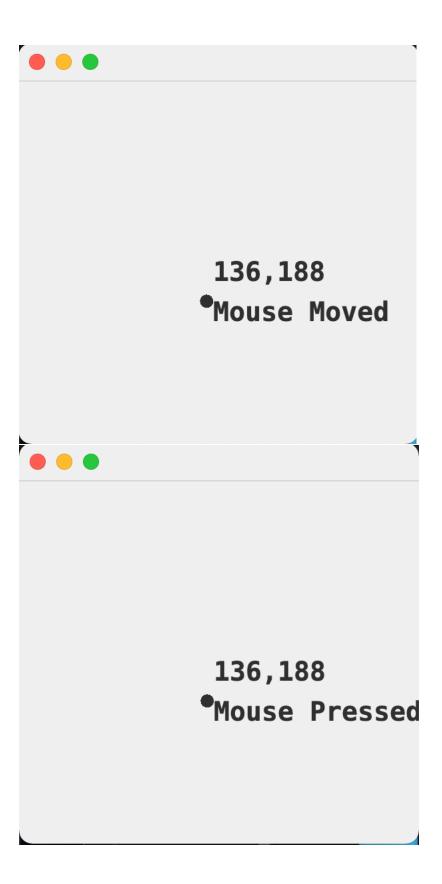
1.Write a program to display the current coordinates of the mouse in the program's window. Each time a button is pressed, the phrase "Button Down" is displayed at the location of the mouse pointer. Each time the button is released, the phrase "Button Released" is shown. If a button is clicked, a message stating this fact is displayed at the current mouse location. As the mouse enters or exits the window, a message is displayed that indicates what happened. When dragging the mouse, a * is shown, which tracks with the mouse pointer as it is dragged.

```
import java.awt.*;
import java.awt.event.*;
public class MouseXY extends Frame implements MouseListener, MouseMotionListener
{
 int x, y;
 String str="";
 public MouseXY()
  addMouseListener(this);
  addMouseMotionListener(this);
  setSize(300, 300);
  setVisible(true);
 public void mousePressed(MouseEvent e)
 {
  x = e.getX();
  y = e.getY();
  str = "Mouse Pressed";
  repaint();
 public void mouseReleased(MouseEvent e)
 x = e.getX();
  y = e.getY();
  str = "Mouse Released";
  repaint();
 public void mouseClicked(MouseEvent e)
 {
  x = e.getX();
  y = e.getY();
  str = "Mouse Clicked";
  repaint();
 }
 public void mouseEntered(MouseEvent e)
```

```
x = e.getX();
  y = e.getY();
  str = "Mouse Entered";
  repaint();
 }
 public void mouseExited(MouseEvent e)
  x = e.getX();
  y = e.getY();
  str = "Mouse Exited";
  repaint();
 public void mouseMoved(MouseEvent e)
  x = e.getX();
  y = e.getY();
  str = "Mouse Moved";
  repaint();
 public void mouseDragged(MouseEvent e)
  x = e.getX();
  y = e.getY();
  str = "Mouse dragged";
  repaint();
 public void paint(Graphics g)
  g.setFont(new Font("Monospaced", Font.BOLD, 20));
  g.fillOval(x, y, 10, 10);
  g.drawString(x + "," + y, x+10, y-10);
  g.drawString(str, x+10, y+20);
 public static void main(String args[])
  new MouseXY();
}
output:
```



116,164 •Mouse Released



