

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:







