2. Write a program to demonstrate mouse listener and mouse motion listener in an applet. When mouse is clicked, a message should be displayed as "Mouse clicked" with number of clicks and with foreground colour set as pink. Similarly "Mouse entered", "Mouse exited", "Mouse Pressed", "Mouse dragged", "Mouse released " should be displayed accordingly by changing foreground colour each time.

```
import java.awt.*;
import java.awt.event.*;
public class MouseDemo extends Frame implements MouseListener
 public MouseDemo( )
                                  // link the frame with ML
  addMouseListener(this);
  setSize(300,300);
  setVisible(true);
 }
              // override the 5 abstract methods of ML
 public void mousePressed(MouseEvent e)
        // do some action to distinguish from other methods
  setBackground(Color.red);
  System.out.println("Mouse is Pressed");
 public void mouseReleased(MouseEvent e)
  setBackground(Color.blue);
  System.out.println("Mouse is Released");
 public void mouseClicked(MouseEvent e)
  setBackground(Color.green);
  System.out.println("Mouse is Clicked");
 public void mouseEntered(MouseEvent e)
  setBackground(Color.cyan);
  System.out.println("Mouse is Entered");
 public void mouseExited(MouseEvent e)
  setBackground(Color.magenta);
  System.out.println("Mouse is Exited");
 public static void main(String args[])
```

```
{
   new MouseDemo();
}

output:
```



