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Title: - Demonstrate status of mouse on GUI

Problem Statement: - Write a program in Java to create a frame using AWT. Implement mouseClicked, mouseEntered() and mouseExited() events. Frame should invisible when the mouse left it.

import java.awt.\*;

import java.awt.event.\*;

public class mouseListenerExample extends Frame implements MouseListener {

Label l;

TextField tf1;

mouseListenerExample(){

addMouseListener(this);

l = new Label();

//l.setSize(20,20);

setVisible(true);

}

public void mousePressed(MouseEvent e){

System.out.println("Here in mouse Pressed");

l.setText("Mouse pressed");

}

public void mouseClicked(MouseEvent e){

System.out.println("Here in mouse Clicked");

l.setText("Mouse clicked");

}

public void mouseReleased(MouseEvent e){

System.out.println("Here in mouse Released");

l.setText("Mouse released");

}

public void mouseEntered(MouseEvent e){

System.out.println("Here in mouse entered");

l.setText("Mouse Entered");

}

public void mouseExited(MouseEvent e){

System.out.println("Here in mouseExited");

l.setText("Mouse exited");

}

public static void main(String[] args) {

mouseListenerExample e1 = new mouseListenerExample();

}

}