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1 import java.awt.*;
2 import java.awt.event.*;
3 import java.util.*;
4 import java.io.*;
5 import java.lang.*;
6 public class MouseEventDemo extends Frame implements MouseListener, MouseMotionListener
7 {
8     String msg="";
9     int mouseX=0;
10    int mouseY=0;
11    public MouseEventDemo()
12    {
13        addMouseListener(this);
14        addMouseMotionListener(this);
15        addWindowListener(new MyWindowAdapter());
16    }
17    public void mouseClicked(MouseEvent me)
18    {
19        msg=msg+ "-----Click Rececied";
20        repaint();
21    }
22    public void mouseEntered(MouseEvent me)
23    {
24        mouseX=100;
25        mouseY=100;
26        msg="Mouse Entered ";
27        repaint();
28    }
29    public void mouseExited(MouseEvent me)
30    {
31        mouseX=100;
32        mouseY=100;
33        msg="Mouse Exited";
34        repaint();
35    }
36    public void mousePressed(MouseEvent me)
37    {
38        mouseX=me.getX();
39        mouseY=me.getY();
40        msg="Button Down";
41        repaint();
42    }
43    public void mouseReleased(MouseEvent me)

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43 public void mouseReleased(MouseEvent me)
44 {
45     mouseX=me.getX();
46     mouseY=me.getY();
47     msg="Button Released";
48     repaint();
49 }
50 public void mouseDragged(MouseEvent me)
51 {
52     mouseX=me.getX();
53     mouseY=me.getY();
54     msg="* " + " Mouse At " + mouseX + " , " + mouseY;
55     repaint();
56 }
57 }
58 public void mouseMoved(MouseEvent me)
59 {
60     msg="Moving Mouse At " + me.getX() + " , " + me.getY();
61     repaint();
62 }
63 public void paint(Graphics g)
64 {
65     g.drawString(msg,mouseX,mouseY);
66 }
67 public static void main(String[] args)
68 {
69     MouseEventDemo appwin=new MouseEventDemo();
70     appwin.setSize(new Dimension(300,300));
71     appwin.setTitle("Mouse Event Demo");
72     appwin.setVisible(true);
73 }
74 class MyWindowAdapter extends WindowAdapter{
75     public void windowClosing(WindowEvent we){
76         System.exit(0);
77     }
78 }
79 }

```

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