

## Expt-2

```
import java.awt.*;
import java.awt.event.*;

public class Mouse extends Frame implements MouseListener {
    Label l;
    Mouse() {
        super("AWT Frame");
        l = new Label();
        l.setFont(new Font("Courier New", Font.ITALIC, 20));
        l.setBackground(Color.GREEN);
        l.setBounds(25, 60, 250, 30);
        l.setAlignment(Label.CENTER);
        this.add(l);
        this.setSize(300, 300);
        this.setLayout(null);
        this.setVisible(true);
        this.addMouseListener(this);
        this.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                dispose();
            }
        });
    }
    public static void main(String[] args) {
        new Mouse();
    }
    @Override
    public void mouseClicked(MouseEvent e) {
        l.setText("Mouse Clicked");
    }
    @Override
    public void mousePressed(MouseEvent e) {
    }
    @Override
    public void mouseReleased(MouseEvent e) {
    }
    @Override
    public void mouseEntered(MouseEvent e) {
        l.setText("Mouse Entered");
    }
    @Override
    public void mouseExited(MouseEvent e) {
        l.setText("Mouse Exited");
    }
}
```

## Output

 AWT Frame

*Mouse Entered*

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 AWT Frame

*Mouse Clicked*

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