package java.awt.event;

import java.util.EventListener;

public interface MouseListener extends EventListener {

/\*\* \* 鼠标单击事件 \*/

public void mouseClicked(MouseEvent e);

/\*\* \* 鼠标按下事件 \*/

public void mousePressed(MouseEvent e);

/\*\* \* 鼠标释放事件 \*/

public void mouseReleased(MouseEvent e);

/\*\* \* 鼠标进入事件 \*/

public void mouseEntered(MouseEvent e);

/\*\* \* 鼠标退出事件 \*/

public void mouseExited(MouseEvent e);

}

我们要使用该接口编写鼠标事件处理代码时，就需要实现该接口，并实现5个事件函数：

import java.awt.event.MouseEvent;

import java.awt.event.MouseListener;

public class MyMouseListener implements MouseListener {

@Override

public void mouseClicked(MouseEvent arg0) {

System.out.println("鼠标单击事件");

}

@Override

public void mousePressed(MouseEvent arg0) {

System.out.println("鼠标按下事件");

}

@Override

public void mouseReleased(MouseEvent arg0) {

System.out.println("鼠标释放事件");

}

@Override

public void mouseEntered(MouseEvent arg0) {

System.out.println("鼠标进入事件");

}

@Override

public void mouseExited(MouseEvent arg0) {

System.out.println("鼠标退出事件");

}

}

我们可能只需要处理其中的某一个事件，却不得不编写所有的接口函数，此时就可以使用适配器类MouseAdapter

package java.awt.event;

public abstract class MouseAdapter implements MouseListener,

MouseWheelListener, MouseMotionListener {

public void mouseClicked(MouseEvent e) {

}

public void mousePressed(MouseEvent e) {

}

public void mouseReleased(MouseEvent e) {

}

public void mouseEntered(MouseEvent e) {

}

public void mouseExited(MouseEvent e) {

}

public void mouseWheelMoved(MouseWheelEvent e) {

}

public void mouseDragged(MouseEvent e) {

}

public void mouseMoved(MouseEvent e) {

}

}

如果我们只希望处理鼠标单击事件，只需要继承适配器MouseAdapter,并重写单击事件函数mouseClicked()即可：

import java.awt.event.MouseEvent;

import java.awt.event.MouseAdapter;

public class MyMouseClickedListener extends MouseAdapter {

@Override

public void mouseClicked(MouseEvent arg0) {

System.out.println("鼠标单击事件");

}

}