**AWT-Mouse**

package keyevent;

import java.awt.\*;

import java.awt.event.\*;

public class Mouse extends WindowAdapter implements MouseListener {

Frame f;

Label l1,l2;

TextArea t1;

public Mouse(){

f=new Frame();

f.setSize(500,500);

f.setLayout(null);

f.setTitle("MouseEvent");

f.setLocationRelativeTo(null);

init();

add\_component();

register();

f.setVisible(true);

}

public void init(){

l1=new Label("MouseListener Event");

l1.setBounds(150, 80, 200, 50);

l2=new Label();

l2.setBounds(150, 180, 200, 50);

t1=new TextArea();

t1.setBounds(120, 300, 250, 75);

}

public void add\_component(){

f.add(l1);

f.add(l2);

f.add(t1);

}

public void register(){

f.addWindowListener(this);

t1.addMouseListener(this);

}

public void windowClosing(WindowEvent e){

f.dispose();

}

public void mouseClicked(MouseEvent e){

l2.setText("Mouse clicked");

t1.setBackground(Color.cyan);

}

public void mouseEntered(MouseEvent e){

l2.setText("mouse entred");

t1.setBackground(Color.orange);

}

public void mouseExited(MouseEvent e){

l2.setText("mouse exited");

t1.setBackground(Color.GRAY);

}

public void mousePressed(MouseEvent e){

l2.setText("mouse pressed");

t1.setBackground(Color.BLUE);

}

public void mouseReleased(MouseEvent e){

l2.setText("mouse released");

t1.setBackground(Color.GREEN);

}

public static void main(String[] args) {

new Mouse();

}

}