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**Batch: M5 32162**

**Problem Statement: Write a program to create a frame using AWT. Implement**

**mouseClicked(), mouseEntered() and mouseExited() events. Frame**

**should become visible when the mouse enters it.**

**Code:**

// Tanishq Garde 32162 M5 Exp 2

import java.awt.\*;

import java.awt.event.\*;

class Mouse\_Event extends WindowAdapter implements MouseListener

{

Frame f;

Label l;

TextArea a;

Mouse\_Event()

{

f=new Frame();

f.setLayout(null);

f.setVisible(true);

f.setSize(400,400);

f.setTitle("Mouse Event Handling");

init();

add\_component();

}

public void init() {

l = new Label("Hello");

}

public void add\_component()

{

l.setBounds(20,50,200,20);

l.setBackground(Color.white);

f.add(l);

f.addWindowListener(this);

f.addMouseListener(this);

}

public void mouseClicked(MouseEvent e)

{

f.setBackground(Color.yellow);

l.setText("Mouse Clicked");

}

public void mouseEntered(MouseEvent e)

{

f.setBackground(Color.cyan);

l.setText("Mouse Entered Frame");

}

public void mouseExited(MouseEvent e)

{

f.setBackground(Color.white);

l.setText("Mouse Exited Frame");

}

public void mousePressed(MouseEvent e)

{

f.setBackground(Color.green);

l.setText("Mouse Pressed");

}

public void mouseReleased(MouseEvent e)

{

f.setBackground(Color.black);

l.setText("Mouse Released");

}

public void windowClosing(WindowEvent e)

{

f.dispose();

}

public static void main(String[] args)

{

new Mouse\_Event();

}

}