Aim: Write a swing program to implement Mouse Listener

Program code

import java.awt.event.\*;

import javax.swing.JFrame;

import javax.swing.\*;

public class Mouselis extends JFrame implements MouseListener

{

JLabel l;

Mouselis()

{

addMouseListener(this);

l=new JLabel();

l.setBounds(20,50,150,20);

add(l);

setSize(300,300);

setLayout(null);

setVisible(true);

}

public void mouseClicked(MouseEvent e)

{ l.setText("Mouse Clicked"); }

public void mouseEntered(MouseEvent e)

{ l.setText("Mouse Entered"); }

public void mouseExited(MouseEvent e)

{ l.setText("Mouse Exited"); }

public void mousePressed(MouseEvent e)

{ l.setText("Mouse Pressed"); }

public void mouseReleased(MouseEvent e)

{ l.setText("Mouse Released"); }

public static void main(String[] args)

{ new Mouselis(); }

}

Write a swing program to implement Key Listener

Program code

import javax.swing.\*;

import java.awt.event.\*;

public class Keylis extends JFrame implements KeyListener

{

JLabel l;

JTextArea area;

Keylis()

{

l=new JLabel();

l.setBounds(20,50,150,20);

area=new JTextArea();

area.setBounds(20,80,300, 300);

area.addKeyListener(this);

add(l);add(area);

setSize(400,400);

setLayout(null);

setVisible(true);

}

public void keyPressed(KeyEvent e)

{ l.setText("Key Pressed"); }

public void keyReleased(KeyEvent e)

{ l.setText("Key Released"); }

public void keyTyped(KeyEvent e)

{ l.setText("Key Typed"); }

public static void main(String[] args)

{ new Keylis();

}

}