YouTube tutorial 74-76 – Mouse listening program

**2nd class – GUI.java:**

**import** java.awt.\*;

**import** java.awt.event.\*;

**import** javax.swing.\*;

**import** javax.swing.event.\*;

**public** **class** GUI **extends** JFrame{

**private** JPanel mousepanel;

**private** JLabel statusbar;

**public** GUI(){

**super**("the title");

mousepanel = **new** JPanel();

mousepanel.setBackground(Color.*WHITE*);

add(mousepanel, BorderLayout.*CENTER*);

statusbar = **new** JLabel("default");

add(statusbar, BorderLayout.*SOUTH*);

Handlerclass handler = **new** Handlerclass();

mousepanel.addMouseListener(handler);

mousepanel.addMouseMotionListener(handler);

}

**private** **class** Handlerclass **implements** MouseListener, MouseMotionListener{

**public** **void** mouseClicked(MouseEvent event){

statusbar.setText(String.*format*("Clicked at %d, %d", event.getX(), event.getY()));

}

**public** **void** mousePressed(MouseEvent event){

statusbar.setText("You pressed down the mouse");

}

**public** **void** mouseReleased(MouseEvent event){

statusbar.setText("you released the button");

}

**public** **void** mouseEntered(MouseEvent event){

statusbar.setText("you entered the area");

mousepanel.setBackground(Color.*RED*);

}

**public** **void** mouseExited(MouseEvent event){

statusbar.setText("the mouse has left the window");

mousepanel.setBackground(Color.*WHITE*);

}

// these are mouse events

**public** **void** mouseDragged(MouseEvent event){

statusbar.setText("you are dragging the mouse");

mousepanel.setBackground(Color.*BLUE*);

}

**public** **void** mouseMoved(MouseEvent event){

statusbar.setText("you moved the mouse");

mousepanel.setBackground(Color.*RED*);

}

}

}

**1st class – apples.java:**

**import** javax.swing.JFrame;

**class** apples {

**public** **static** **void** main(String args[]) {

GUI go = **new** GUI();

go.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

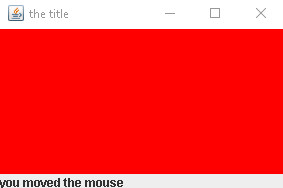
go.setSize(300,200);

go.setVisible(**true**);

}

}

The result is:



(Other functions of the program are not shown)

Handlerclass implemented 2 things – **MouseListener** and **MouseMotionListener**.