**YouTube tutorial 77 – Adapter classes**

When classes implement the adapter classes, they don’t need to override every single methods necessary. Thus, you can choose the methods you want to use after implementing.

**2nd class – GUI.java:**

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

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

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

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

**private** String details;

**private** JLabel statusbar;

**public** GUI(){

**super**("title");

statusbar = **new** JLabel("this is defautl");

add(statusbar, BorderLayout.*SOUTH*);

addMouseListener(**new** Mouseclass());

}

**private** **class** Mouseclass **extends** MouseAdapter{

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

details = String.*format*("You clicked %d", event.getClickCount());

**if**(event.isMetaDown())

details+="with right mouse button";

**else** **if**(event.isAltDown())

details +="either center mouse button";

**else**

details +="with left mouse button";

statusbar.setText(details);

}

}

}

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:

