/\*Practical 7.3: -Write a Java program that demonstrate event handling for various types of events. (Mouse Event)

Roll No.: -02

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import java.awt.\*;

import javax.swing.\*;

import java.awt.event.\*;

class MyFrame extends JFrame

{

MyFrame()

{

setVisible(true);

setSize(500,500);

add(new MyPanel());

validate();

}

}

class MyPanel extends Panel implements MouseListener

{

String S="";

MyPanel()

{

addMouseListener(this);

}

public void mouseClicked(MouseEvent m)

{

setBackground(Color.blue);

}

public void mouseEntered(MouseEvent m)

{

setBackground(Color.yellow);

}

public void mouseExited(MouseEvent m)

{

setBackground(Color.pink);

}

public void mousePressed(MouseEvent m)

{

setBackground(Color.red);

}

public void mouseReleased(MouseEvent m)

{

}

public void paint(Graphics g)

{

g.drawString(S,100,100);

}

}

class MouseDemo

{

public static void main(String agrsp[])

{

MyFrame f1=new MyFrame();

}

}