

Step-6: Using showStatus () method display the message. STEP 7: Display the necessary information on the screen. STEP 8: END

### SOURCE CODE

```

import 'java.awt.*';
import 'java.awt.event.*';
import 'java.applet.*';

/*<applet code = "MouseEvents" width=300 height=300>
</applet>*/

public class week7a extends Frame implements MouseListener, MouseMotionListener {
    string msg = "";
    Label l;

    int mouse_x = 0, mouse_y = 0; // coordinates of mouse

    week7a() {
        l = new Label();
        l.setBounds(20, 50, 300, 20);
        addMouseListener(this);
        addMouseMotionListener(this);
        add(l)
        setSize(400, 400);
        setLayout(null);
        setVisible(true);
    }

    public void mouseClicked(MouseEvent me) {
        mouse_x = 0;
        mouse_y = 10;

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

```

```

public void mouseEntered(MouseEvent me) {
    mouseX = me.getX();
    mouseY = me.getY();
    msg = "*";
    l.setText("Mouse entered!");
    repaint();
}

public void mouseExited(MouseEvent me) {
    public void mouseMoved(MouseEvent me) {
        l.setText("Moving mouse at "
            + me.getX() + ", " + me.getY());
    }

    public static void main
        (String[] args) {
            new week7a();
        }
    }

    mouseX = me.getX();
    mouseY = me.getY();
    l.setText("pressed");
    repaint();
}

public void mouseReleased(MouseEvent me) {
    mouseX = me.getX();
    mouseY = me.getY();
    l.setText("released");
    repaint();
}

public void mouseDragged(MouseEvent me)

```

## OUTPUT

Move mouse inside

Moving mouse at 150, 120

Press mouse

Pressed

Drag mouse

Dragging mouse at 200, 180

Release mouse

Released

Move mouse out

Mouse exited

Move mouse in

Mouse entered

## Lab Record