

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 = "Mouse Events" width=300 height=300 >
</applet> */

public class week7a extends Frame implements MouseListener, MouseMotionListener
{
    String msg = "";
    Label l;
    int mouse x = 0, mouseY = 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)
    {
        mouseX = 0;
        mouseY = 10;

        l.setText("Mouse clicked");
        repaint();
    }
}
```



```

public void mouseEntered(MouseEvent me) {
    mouseX = me.getX();
    mouseY = me.getY();
    msg = "*";
    l.setText("Dragging mouse at "
        + mouseX + ", " + mouseY);
    repaint();
}

public void mouseExited(MouseEvent me) {
    mouseX = 0;
    mouseY = 10;
    l.setText("Mouse exited");
    repaint();
}

public void mousePressed(MouseEvent me) {
    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) {
    mouseX = me.getX();
    mouseY = me.getY();
    l.setText("Moving mouse at "
        + mouseX + ", " + mouseY);
    repaint();
}

public static void main(String[] args) {
    new Week7a();
}

```

OUTPUT

Move mouse inside

Moving mouse at 150, 120

Press mouse

pressed

Drag mouse

Dragging mouse at 200, 120

Release mouse

Released

Move mouse out

Mouse exited

Move mouse in

Mouse entered