

Event Handling Using MouseListner

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

public class eh2 extends Applet implements MouseListener
{
    String msg = " ";
    int r=0,c=0;

    public void init()
    {
        addMouseListener(this);
    }

    public void mouseClicked(MouseEvent me)
    {
        r=me.getX();
        c=me.getY();
        msg = "Mouse Clicked at "+r+" and "+c;
        repaint();
    }

    public void mouseEntered(MouseEvent me)
    {
```

```
        r=me.getX();
        c=me.getY();
        msg = "Mouse Entered";
        repaint();
    }

    public void mouseExited(MouseEvent me)
    {
        r=10;
        c=10;
        msg = "Mouse Left";
        repaint();
    }

    public void mousePressed(MouseEvent me)
    {
    }

    public void mouseReleased(MouseEvent me)
    {
    }

    public void paint(Graphics g)
    {
```

```
        g.drawString(msg,r,c);
    }
}
```

```
/* <applet code = eh2.class width=200 height=200>
```

```
</applet> */
```