

## // USAGE OF KEY EVENTS AND MOUSE EVENTS FOR DRAWING SHAPES

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
public class list11 extends Applet implements KeyListener,MouseListener
{
    int x=1;
    int x1,x2,y1,y2;
    int i=0,j=0;
    public void init()
    {
        addMouseListener(this);
        addKeyListener(this);
    }
    public void keyPressed(KeyEvent ke)
    {
        char ch=ke.getKeyChar();
        if(ch=='o')
            x=1;
        if(ch=='c')
            x=2;
        if(ch=='r')
            x=3;
        if(ch=='s')
            x=4;
    }
    public void keyEntered(KeyEvent ke){ }
    public void keyReleased(KeyEvent ke){ }
    public void keyTyped(KeyEvent ke){ }
    public void mouseClicked(MouseEvent e){ }
    public void mousePressed(MouseEvent e)
    {
        i=x1;
        j=y1;
        x1=e.getX();
        y1=e.getY();
    }
    public void mouseReleased(MouseEvent e)
    {
        x2=e.getX();
        y2=e.getY();
        repaint();
    }
    public void mouseEntered(MouseEvent e){ }
    public void mouseDragged(MouseEvent e){ }
```

```
public void mouseMoved(MouseEvent e){ }
public void mouseExited(MouseEvent e){ }
public void paint(Graphics g)
{
    g.drawString("Circle(c),Oval(o),Rectangle(r),Square(s)",50,50);
    if(x==1)
        g.drawOval(x1,y1,x2-x1,y2-y1);
    if(x==2)
        g.drawOval(x1,y1,x2-x1,y2-y1);
    if(x==3)
        g.drawRect(x1,y1,x2-x1,y2-y1);
    if(x==4)
        g.drawRect(x1,y1,x2-x1,y2-y1);
}
}
```

//list11.html

```
<HTML>
<BODY>
<APPLET CODE="list11.java" WIDTH=400 HEIGHT=400>
</APPLET>
</BODY>
</HTML>
```

## OUTPUT:

```
D:\jdk1.8.0_111\bin>javac list11.java
```

```
D:\jdk1.8.0_111\bin>appletviewer.exe list11.html
```

