

10. Write a Java Program to create frames which respond to the mouse clicks. For each events with mouse such as mouse up, mouse down, etc., the corresponding message to be displayed.

Algorithm:

Aim: Creating frames which respond to the mouse clicks. For each event with mouse such as mouse up, mouse down, etc., the corresponding message is to be displayed.

Step No.	Instructions
1	Start
2	Create an Applet called "list10" by a) Inheriting the Frame class b) Implementing the Interfaces namely, MouseListener, MouseMotionListener and WindowListener
3	Declare a String Variable and Initialize it with Blank Space to store Mouse Event messages
4	Use addMouseListener ( ), addMouseMotionListener ( ) and addWindowListener ( ) functions in init ( ) method
5	Catch the Mouse Event for the Mouse using mouseClicked ( ), mouseReleased ( ), mouseEntered ( ), mouseDragged ( ), mouseMoved ( ), mouseExited ( ) and mousePressed ( ) functions
6	Catch the Window Events for windowDeiconified ( ), windowIconified ( ), windowOpened ( ), windowActivated ( ) and windowDeactivated ( )
7	Modify the value of String Variable with respect to each Mouse Event such as Mouse Clicked, Mouse Released, Mouse Entered, Mouse Dragged, Mouse Moved, Mouse Exited and Mouse Pressed. Now the String Variable contains Mouse Event Message
8	Print the value of the String Variable using drwaString ( ) function in paint ( ) method
9	Save the Applet code in the name of list10.java
10	Compile the Applet code using javac
11	Create a HTML code with <APPLET> tag with its CODE attribute as list10.class
12	Save the HTML code as list10.html
13	Run the HTML code using appletviewer
14	Stop