

11. Write a Java Program to draw circle, square, ellipse and rectangle at the mouse click positions.

Algorithm:

Aim: Drawing the Shapes Circle, Square, Ellipse and Rectangle at the mouse click positions

Step No.	Instructions
1	Start
2	Create an Applet called "list11" by a) Inheriting the Applet class b) Implementing the Interfaces namely, KeyListener and MouseListener
3	Use addKeyListener() and addMouseListener() functions in init() method
4	Catch the Key Events using keyTyped(), keyReleased() and keyEntered()
5	Catch the Mouse Event for the Mouse using mouseClicked(), mouseReleased(), mouseEntered(), mouseDragged(), mouseMoved(), mouseExited() and mousePressed() functions
6	Draw the shapes associated with mouse in the paint() method using the functions namely, drawOval(), drawLine() and drawRect()
7	Save the Applet code in the name of list11.java
8	Compile the Applet code using javac
9	Create a HTML code with <APPLET> tag with its CODE attribute as list11.class
10	Save the HTML code as list11.html
11	Run the HTML code using appletviewer
12	Stop