

mouseActions.java

```
1 import java.awt.BorderLayout;
2 import java.awt.Color;
3
4 import javax.swing.JFrame;
5 import javax.swing.JLabel;
6 import javax.swing.JPanel;
7
8 public class mouseActions {
9     public JFrame frame ;
10    public JLabel status ;
11    public JPanel mousePanel ;
12
13    public mouseActions () {
14        //initializing the objects
15        frame = new JFrame("Mouse listener") ;
16        status = new JLabel("Nothing yet !!");
17        mousePanel = new JPanel();
18
19        //setting default settings for the panel
20        mousePanel.setBackground(Color.WHITE);
21        frame.add(mousePanel, BorderLayout.CENTER);
22
23        // adding the status label
24        frame.add(status, BorderLayout.SOUTH);
25
26        //setting up the handler
27        mouseHandler handler = new mouseHandler(this) ;
28        mousePanel.addMouseListener(handler);
29        mousePanel.addMouseMotionListener(handler);
30
31
32        frame.setSize(500, 500);
33        frame.setVisible(true);
34        frame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
35
36    }
37
38    public static void main (String args []) {
39        mouseActions m = new mouseActions() ;
40    }
41
42 }
43
```