

mouseHandler.java

```
1 import java.awt.Color;
2 import java.awt.event.MouseEvent;
3 import java.awt.event.MouseListener;
4 import java.awt.event.MouseMotionListener;
5
6
7 public class mouseHandler implements MouseListener, MouseMotionListener {
8
9     mouseActions frameobj ;
10
11     public mouseHandler(mouseActions fr ) {
12         // TODO Auto-generated constructor stub
13         frameobj = fr ;
14     }
15     @Override
16     public void mouseClicked(MouseEvent arg0) {
17         // TODO Auto-generated method stub
18         frameobj.status.setText("Clicked at" + arg0.getX() + "," + arg0.getY());
19     }
20
21     @Override
22     public void mouseEntered(MouseEvent arg0) {
23         // TODO Auto-generated method stub
24         frameobj.status.setText("You entered the area");
25         frameobj.mousePanel.setBackground(Color.RED);
26     }
27
28     @Override
29     public void mouseExited(MouseEvent arg0) {
30         // TODO Auto-generated method stub
31         frameobj.status.setText("You Exited the area");
32         frameobj.mousePanel.setBackground(Color.WHITE);
33     }
34
35     @Override
36     public void mousePressed(MouseEvent arg0) {
37         // TODO Auto-generated method stub
38         frameobj.status.setText("You Pressed the mouse");
39     }
40
41     @Override
42     public void mouseReleased(MouseEvent arg0) {
43         // TODO Auto-generated method stub
44         frameobj.status.setText("you released the button !!");
45     }
46
47     @Override
48     public void mouseDragged(MouseEvent e) {
49         // TODO Auto-generated method stub
50         frameobj.status.setText("You are Dragging the Mouse");
51     }
52
53     @Override
54     public void mouseMoved(MouseEvent e) {
55         // TODO Auto-generated method stub
56         frameobj.status.setText("Mouse is moving with out clicking !!!");
57     }
58 }
59
```

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60 }  
61
```