Write a java application using mouse listener. When the user clicks on the panel the program shows the coordinates of the mouse click.

import java.awt.event.MouseListener;

import java.awt.event.MouseEvent;

import javax.swing.\*;

import javax.swing.JPanel;

import javax.swing.JTextArea;

public class MouseTest extends JFrame implements MouseListener

{

//JTextArea exitText = new JTextArea(2, 10);

JLabel statusLabel = new JLabel("click on this text to get the X,Y coordinates");

public MouseTest() // Frame constructor

{

JPanel p = new JPanel();

p.addMouseListener(this);

p.add(statusLabel);

getContentPane().add(p);

setTitle("MouseListener Test");

setSize(300,300);

setDefaultCloseOperation( EXIT\_ON\_CLOSE ); // important

setVisible(true);

}

public static void main(String[] args)

{

MouseTest MT = new MouseTest(); // new object of frame

}

//when the mouse is clicked on the Component

public void mouseClicked(MouseEvent e)

{

statusLabel.setText("Mouse Clicked: ("+e.getX()+", "+e.getY() +")");

}

//when the mouse enters the Component

public void mouseEntered(MouseEvent e)

{

}

//when the mouse leaves the Component

public void mouseExited(MouseEvent e)

{

}

//when the mouse left button is held down on the Component

public void mousePressed(MouseEvent e)

{

}

//when the mouse left button is released on the Component

public void mouseReleased(MouseEvent e)

{

}

}