

Chapter 11 Laboratory Exercise

Prelab Assignment

1. What five mouse click events must be processed by a class that implements `MouseListener`?
2. What two mouse motion events must be processed by a class that implements `MouseMotionListener`?
3. Write the code for a Java class that print a message indicating the state of the button (pressed or not pressed) on the user's mouse?

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1. Write and test a Java program that displays 10 characters at random locations on the screen and computes the total distance traveled by the mouse cursor as the user moves the cursor to click the mouse button on each character.

2. Write and test a Java program that draws a rectangle on the display screen and allows the user to use the mouse and drag the rectangle to a new position on the screen.

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Postlab Questions

1. How would your program change for Exercise 1 if the user's targets were circles instead of characters?
2. What additional classes should you add to your program to change the targets into circles?
3. How hard would it be to allow the user to draw the rectangle in the program you wrote for Exercise 2?
4. How could you have the user indicate with the mouse that the rectangle was to be rotated rather than moved to a new location for the program you wrote for Exercise 2?