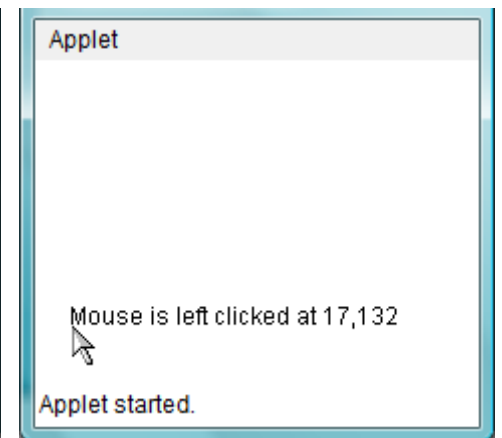
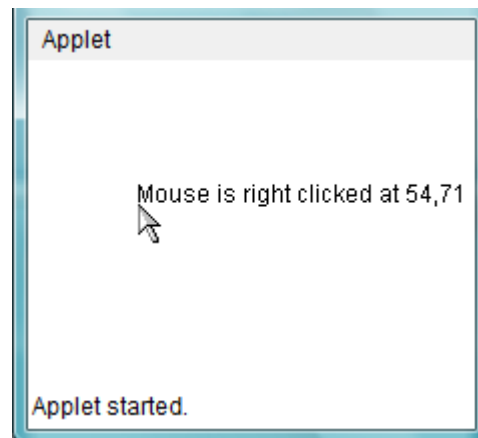
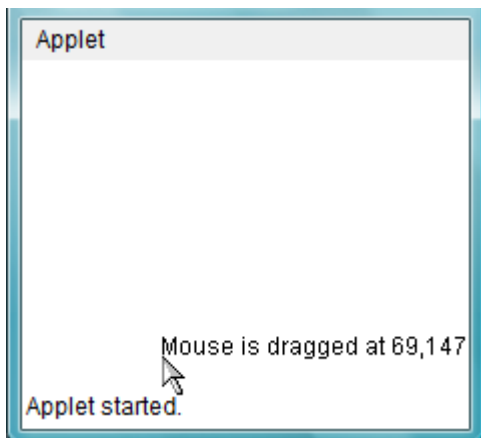
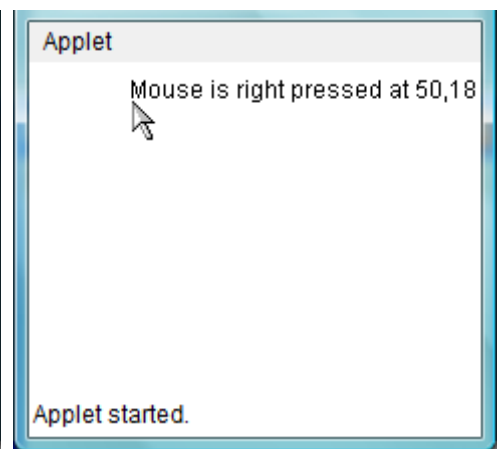
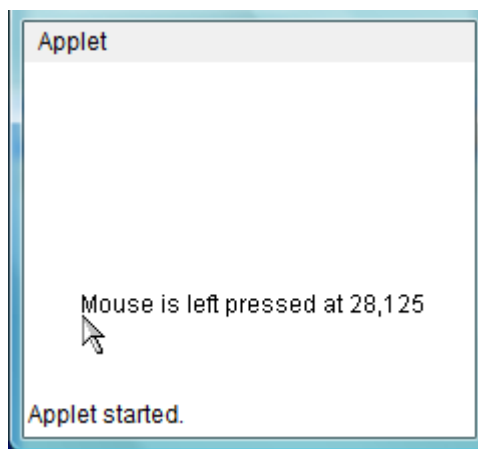
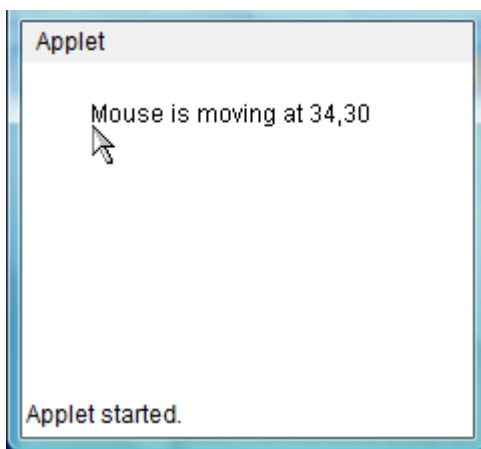




ASSIGNMENT (4)

1. Write a program that keeps track of the mouse events that occur inside the applet viewer. The program should print *which* event occurred and *where* it occurred, such as the following examples:



The mouse events to be tracked are:

Mouse Click (Left & Right)

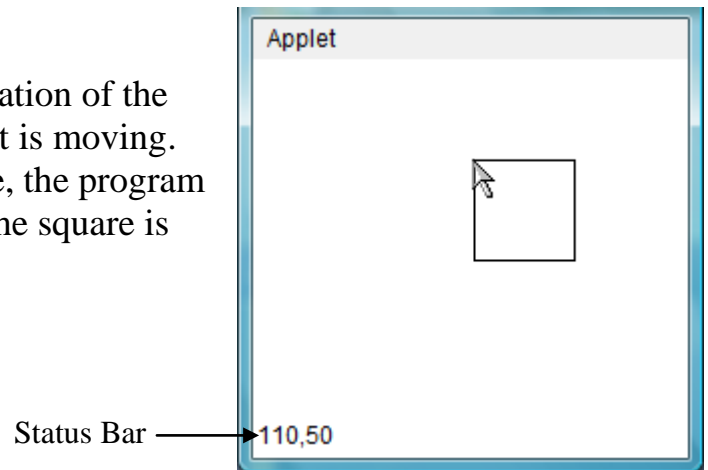
Mouse Press (Left & Right)

Mouse Move

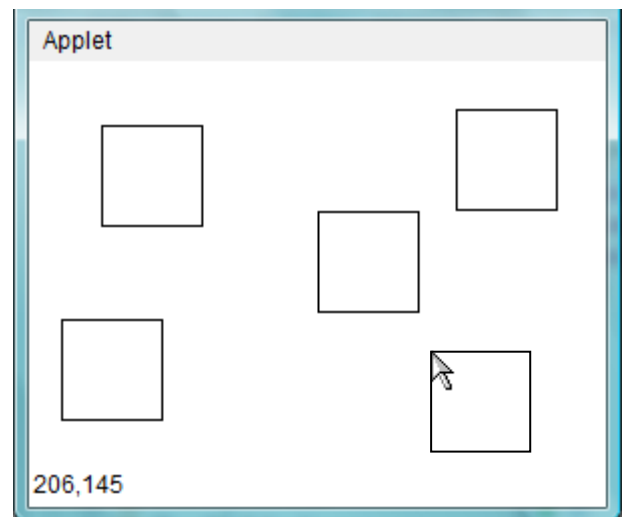
Mouse Drag



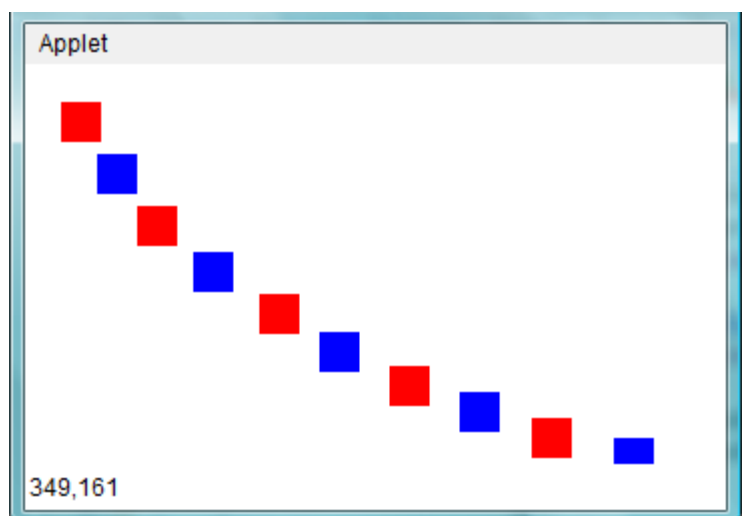
2. Write a program that displays the location of the mouse cursor at the status bar while it is moving. Then, when the user clicks the mouse, the program draws a square at the clicked point (the square is 50 pixels in length).



3. Modify the previous program, so that the drawn squares are *not* erased when a new square is drawn.

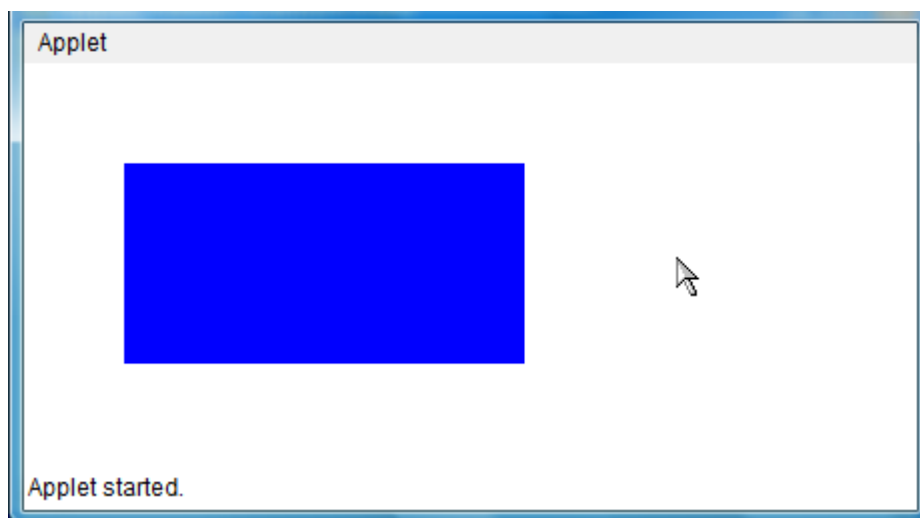
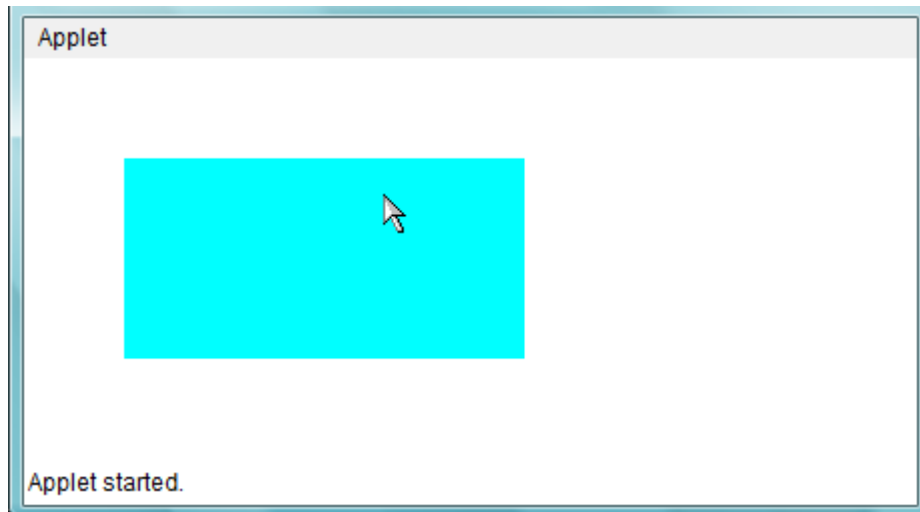


4. Modify the previous program, so that the program draws red and blue squares interchangeably. At the first click, it draws a red square, and at the second click, it draws a blue one, then at the next click it draws a red one again, and so on.



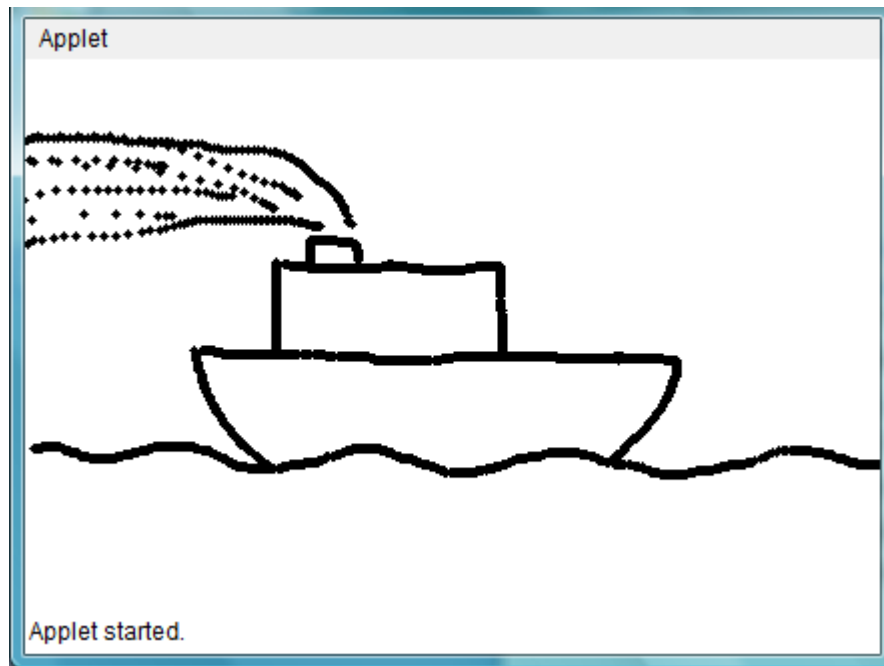


5. Write a program that draws a blue rectangle which acts as a hover button. If the user moves the mouse inside the boundaries of this rectangle, its color changes to cyan, and if the user moves the mouse outside the rectangle, its color turns back to blue.

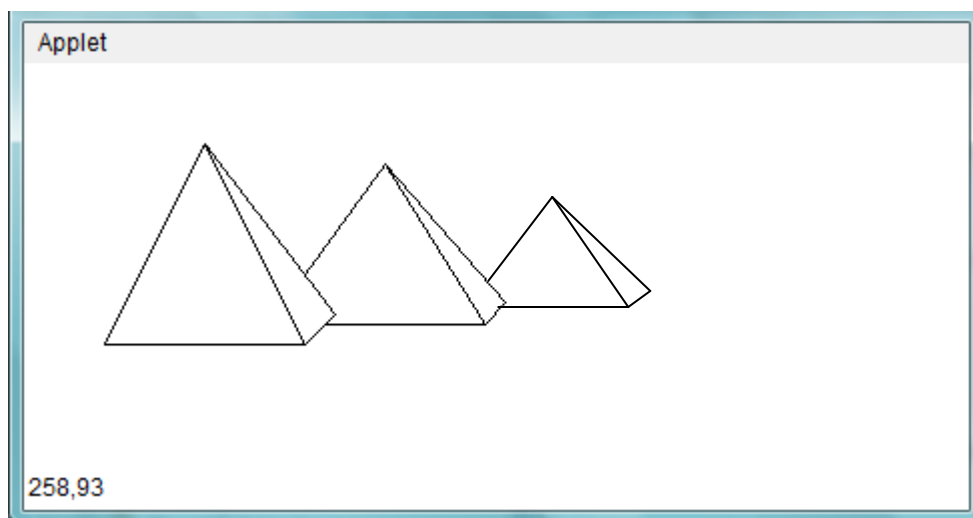




6. Write a program that simulates a painting brush, in which the user drags the mouse to draw. *Hint: when the user drags the mouse, the program keeps drawing a number of tiny filled ovals.*

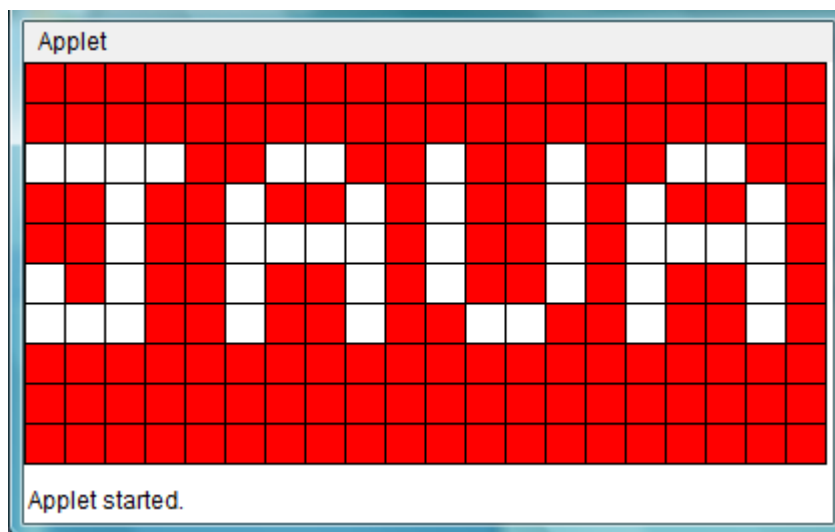
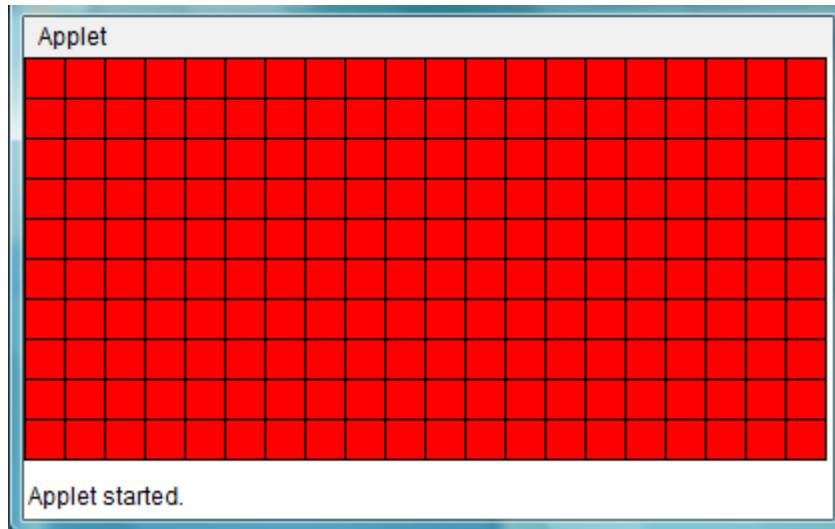


7. Write a program that draws a line between two points that are clicked by the user. The mouse location should appear in the status bar.





8. Write a program that displays a grid of red squares (10 rows \times 20 columns). Then, when the user clicks on any square, it becomes white-filled.





9. Modify the previous program, so that when the user *left clicks* on the square it becomes *white-filled*, and when the user *right clicks* on the square it becomes *red-filled*.

