

**APPLET MOUSE EVENT:**

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
public class MouseApplet extends Applet implements MouseMotionListener{
    public void init(){
        addMouseMotionListener(this);
        setBackground(Color.WHITE);
    }

    public void mouseDragged(MouseEvent me){
        Graphics g=getGraphics();
        g.setColor(Color.black);
        g.drawOval(me.getX(),me.getY(), 10, 10);
    }
    public void mouseMoved(MouseEvent me){ }
}
```

**OUTPUT:****Related posts:**

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3. Java program to show use of If, For, Scanner
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5. Java program to enter marks, calculate sum, percentage, division etc.
6. Java Program to use Nested Switch case
7. Java program use of Switch case, break statement
8. Java program use of Scanner class, nextInt()

9. Java program use of If Else
10. Java program 10
11. Java program While loop, input.nextInt()
12. Java program type casting
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19. Java Do While program
20. Java program use of continue
21. Java Nested Method
22. Java program main function with object
23. Java program Graphic Applets
24. Java program Applet digital clock
25. Java program Applet image display
26. Java program File handling create operation
27. Define a class to declare an integer array of size n and accept the elements into the array.
28. Define a class to declare an array of size 20 of the double datatype, accept the elements into the array and perform the following: Calculate and print the sum of all the elements.
29. Java program for String, to uppercase, to equal, length of string
30. Write a Java program for Bubble sort.
31. Write a Java program String to uppercase and count words starting with 'A'