

AWT MOUSEEVENT CLASS

http://www.tutorialspoint.com/awt/awt_mouse_event.htm

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This event indicates a mouse action occurred in a component. This low-level event is generated by a component object for Mouse Events and Mouse motion events.

- a mouse button is pressed
- a mouse button is released
- a mouse button is clicked *pressedandreleased*
- a mouse cursor enters the unobscured part of component's geometry
- a mouse cursor exits the unobscured part of component's geometry
- a mouse is moved
- the mouse is dragged

Class declaration

Following is the declaration for **java.awt.event.MouseEvent** class:

```
public class MouseEvent
    extends InputEvent
```

Field

Following are the fields for **java.awt.event.MouseEvent** class:

- **static int BUTTON1** --Indicates mouse button #1; used by getButton
- **static int BUTTON2** --Indicates mouse button #2; used by getButton
- **static int BUTTON3** --Indicates mouse button #3; used by getButton
- **static int MOUSE_CLICKED** --The "mouse clicked" event
- **static int MOUSE_DRAGGED** --The "mouse dragged" event
- **static int MOUSE_ENTERED** --The "mouse entered" event
- **static int MOUSE_EXITED** --The "mouse exited" event
- **static int MOUSE_FIRST** --The first number in the range of ids used for mouse events
- **static int MOUSE_LAST** -- The last number in the range of ids used for mouse events
- **static int MOUSE_MOVED** --The "mouse moved" event
- **static int MOUSE_PRESSED** -- The "mouse pressed" event
- **static int MOUSE_RELEASED** --The "mouse released" event
- **static int MOUSE_WHEEL** --The "mouse wheel" event
- **static int NOBUTTON** --Indicates no mouse buttons; used by getButton
- **static int VK_WINDOWS** --Constant for the Microsoft Windows "Windows" key.

Class constructors

S.N. Constructor & Description

- | S.N. | Constructor & Description |
|------|---|
| 1 | MouseEvent <i>Componentsource, intid, longwhen, intmodifiers, intx, inty, intclickCount, booleanpopupTrigger</i>
Constructs a MouseEvent object with the specified source component, type, modifiers, coordinates, and click count. |

2 **MouseEvent***Componentsource, intid, longwhen, intmodifiers, intx, inty, intclickCount, booleanpopupTrigger, intbutton*
Constructs a MouseEvent object with the specified source component, type, modifiers, coordinates, and click count.

3 **MouseEvent**
Componentsource, intid, longwhen, intmodifiers, intx, inty, intxAbs, intyAbs, intclickCount, booleanpopupTrigger, intbutton
Constructs a MouseEvent object with the specified source component, type, modifiers, coordinates, absolute coordinates, and click count.

Class methods

S.N.	Method & Description
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1	int getButton Returns which, if any, of the mouse buttons has changed state.
---	--

2	int getClickCount Returns the number of mouse clicks associated with this event.
---	--

3	Point getLocationOnScreen Returns the absolute x, y position of the event.
---	--

4	static String getMouseModifiersTextintmodifiers Returns a String describing the modifier keys and mouse buttons that were down during the event, such as "Shift", or "Ctrl+Shift".
---	--

5	Point getPoint Returns the x,y position of the event relative to the source component.
---	--

6	int getX Returns the horizontal x position of the event relative to the source component.
---	---

7	int getXOnScreen Returns the absolute horizontal x position of the event.
---	---

8	int getY Returns the vertical y position of the event relative to the source component.
---	---

9	int getYOnScreen Returns the absolute vertical y position of the event.
---	---

10

boolean isPopupTrigger Returns whether or not this mouse event is the popup menu trigger event for the platform.

11

String paramString

Returns a parameter string identifying this event.

12

void translatePoint*intx, inty*

Translates the event's coordinates to a new position by adding specified x *horizontal* and y *vertical* offsets.

Methods inherited

This class inherits methods from the following classes:

- java.awt.event.InputEvent
- java.awt.event.ComponentEvent
- java.awt.AWTEvent
- java.util.EventObject
- java.lang.Object

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