

AWT MOUSEMOTIONADAPTER CLASS

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

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Introduction

The class **MouseMotionAdapter** is an abstract *adapter* class for receiving mouse motion events. All methods of this class are empty. This class is convenience class for creating listener objects.

Class declaration

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

```
public abstract class MouseMotionAdapter
    extends Object
    implements MouseMotionListener
```

Class constructors

S.N.	Constructor & Description
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1	MouseMotionAdapter
---	---------------------------

Class methods

S.N.	Method & Description
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1	void mouseDragged <i>MouseEvent</i> Invoked when a mouse button is pressed on a component and then dragged.
2	void mouseMoved <i>MouseEvent</i> Invoked when the mouse cursor has been moved onto a component but no buttons have been pushed.

Methods inherited

This class inherits methods from the following classes:

- java.lang.Object

MouseMotionAdapter Example

Create the following java program using any editor of your choice in say **D:/ > AWT > com > tutorialspoint > gui >**

AwtAdapterDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;

public class AwtAdapterDemo {
```

```

private Frame mainFrame;
private Label headerLabel;
private Label statusLabel;
private Panel controlPanel;

public AwtAdapterDemo(){
    prepareGUI();
}

public static void main(String[] args){
    AwtAdapterDemo awtAdapterDemo = new AwtAdapterDemo();
    awtAdapterDemo.showMouseMotionAdapterDemo();
}

private void prepareGUI(){
    mainFrame = new Frame("Java AWT Examples");
    mainFrame.setSize(400,400);
    mainFrame.setLayout(new GridLayout(3, 1));
    mainFrame.addWindowListener(new WindowAdapter() {
        public void windowClosing(WindowEvent windowEvent){
            System.exit(0);
        }
    });
    headerLabel = new Label();
    headerLabel.setAlignment(Label.CENTER);
    statusLabel = new Label();
    statusLabel.setAlignment(Label.CENTER);
    statusLabel.setSize(350,100);

    controlPanel = new Panel();
    controlPanel.setLayout(new FlowLayout());

    mainFrame.add(headerLabel);
    mainFrame.add(controlPanel);
    mainFrame.add(statusLabel);
    mainFrame.setVisible(true);
}

private void showMouseMotionAdapterDemo(){
    headerLabel.setText("Listener in action: MouseMotionAdapter");

    Panel panel = new Panel();
    panel.setBackground(Color.magenta);
    panel.setLayout(new FlowLayout());
    panel.addMouseMotionListener(new MouseMotionAdapter(){
        public void mouseMoved(MouseEvent e) {
            statusLabel.setText("Mouse Moved: (" + e.getX() + ", " + e.getY() + ")");
        }
    });

    Label msglabel = new Label();
    msglabel.setAlignment(Label.CENTER);
    msglabel.setText("Welcome to Tutorialspoint AWT Tutorial.");
    panel.add(msglabel);

    controlPanel.add(panel);

    mainFrame.setVisible(true);
}
}

```

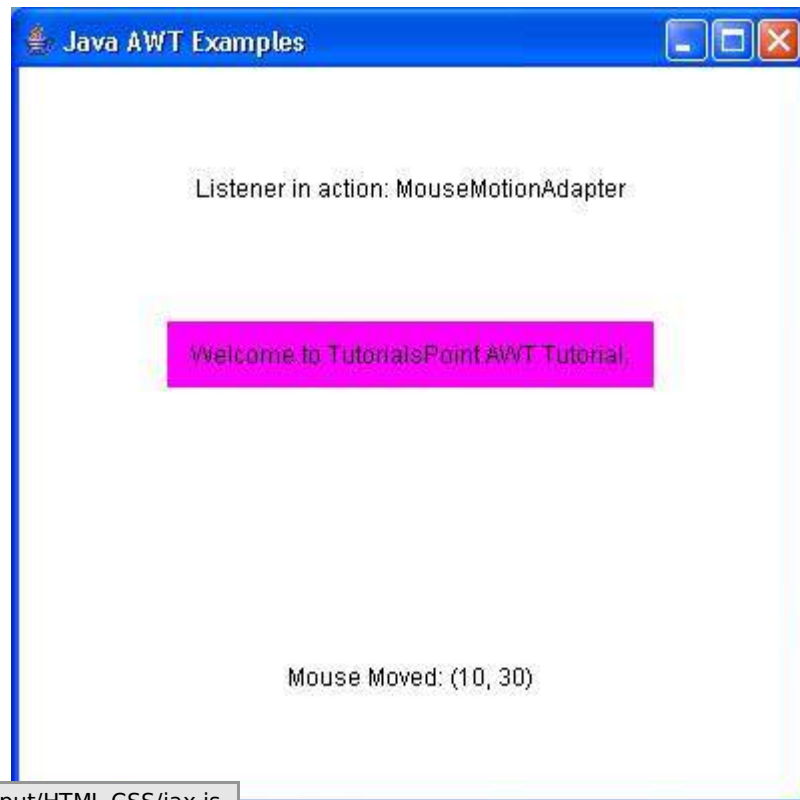
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
D:\AWT>javac com\tutorialspoint\gui\AwtAdapterDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\AWT>java com.tutorialspoint.gui.AwtAdapterDemo
```

Verify the following output



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