

SWING - MOUSEMOTIONEVENT CLASS

http://www.tutorialspoint.com/swing/swing_mousemotion_event.htm

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Introduction

The interface **MouseEvent** indicates a mouse action occurred in a component. This low-level event is generated by a component object when mouse is dragged or moved.

Class declaration

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

```
public class MouseEvent
    extends InputEvent
```

Interface methods

S.N.	Method & Description
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 interface 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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