Write a java application using mouse listener. When the user clicks on the panel the program shows the coordinates of the mouse click.

import java.awt.event.MouseListener;

import java.awt.event.MouseEvent;

import javax.swing.\*;

import javax.swing.JPanel;

import javax.swing.JTextArea;

public class MouseTest extends JFrame implements MouseListener

{

 //JTextArea exitText = new JTextArea(2, 10);

 JLabel statusLabel = new JLabel("click on this text to get the X,Y coordinates");

 public MouseTest() // Frame constructor

 {

 JPanel p = new JPanel();

 p.addMouseListener(this);

 p.add(statusLabel);

 getContentPane().add(p);

 setTitle("MouseListener Test");

 setSize(300,300);

 setDefaultCloseOperation( EXIT\_ON\_CLOSE ); // important

 setVisible(true);

 }

 public static void main(String[] args)

 {

 MouseTest MT = new MouseTest(); // new object of frame

 }

 //when the mouse is clicked on the Component

 public void mouseClicked(MouseEvent e)

 {

 statusLabel.setText("Mouse Clicked: ("+e.getX()+", "+e.getY() +")");

 }

 //when the mouse enters the Component

 public void mouseEntered(MouseEvent e)

 {

 }

 //when the mouse leaves the Component

 public void mouseExited(MouseEvent e)

 {

 }

 //when the mouse left button is held down on the Component

 public void mousePressed(MouseEvent e)

 {

 }

 //when the mouse left button is released on the Component

 public void mouseReleased(MouseEvent e)

 {

 }

}