Mouse Reading Questions   Name_____

                                                            Date_____Per_____

Read Eck's section 6.4: http://mvhs-fuhsd.org/java/References/EckTextbook6.0/c6/s4.html. You may skip
section 6.4.5 at the end.

1. In Java, events such as pressing a button, typing a key, or moving the mouse are represented as
    O_____.

2. In order for a listener to be used, an interface must be implemented. This would show in a class
    header as:
        public class MouseyProgram _____ _____Listener

3. What library needs to be imported for us to use MouseEvent and MouseListener?

4. What are the five methods associated with MouseListener?

5. What are the two methods associated with MouseMotionListener?

6. MouseClicked is the same as what two events?

7. What is entered or exited, when MouseEntered or MouseExited are being used?

8. MouseDragged is the same as what two events?

9. How can you get the position on the screen where the mouse was pressed, clicked, or released?

    int x = e._____ ( );
    int y = e._____ ( )

10. There are often buttons on a mouse or the mouse can be used with modifier keys on the
    keyboard. List the four methods associated with each button, and indicate what button each
    goes with.