Video Name: GUI9

Topics:

- Mouse listeners

Java Class(es): package gui_mouse, class SimpleDots

Create a JFrame as a local variable, rather than extending JFrame

```java
JFrame frame = new JFrame ("Dots");
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
frame.setSize(300, 200);
```

To respond to mouse, implement MouseListener interface Includes 5 methods, must provide code for each (can be empty body):

```java
private class DotsListener implements MouseListener {
    // Empty definitions for unused event methods.
    public void mousePressed (MouseEvent event) {}
    public void mouseReleased (MouseEvent event) {}
    public void mouseEntered (MouseEvent event) {}
    public void mouseExited (MouseEvent event) {}
    public void mouseClicked (MouseEvent event) {
        // update the list of points
        points.add(event.getPoint());
        repaint(); // MUST CALL REPAINT
    }
}
```

Add the mouse listener to the component where the mouse will be clicked

```java
addMouseListener(new DotsListener()); // ADD LISTENER TO PANEL
```

It’s also possible to have the JPanel implement the mouse listener directly, but it’s often better to use an inner class.