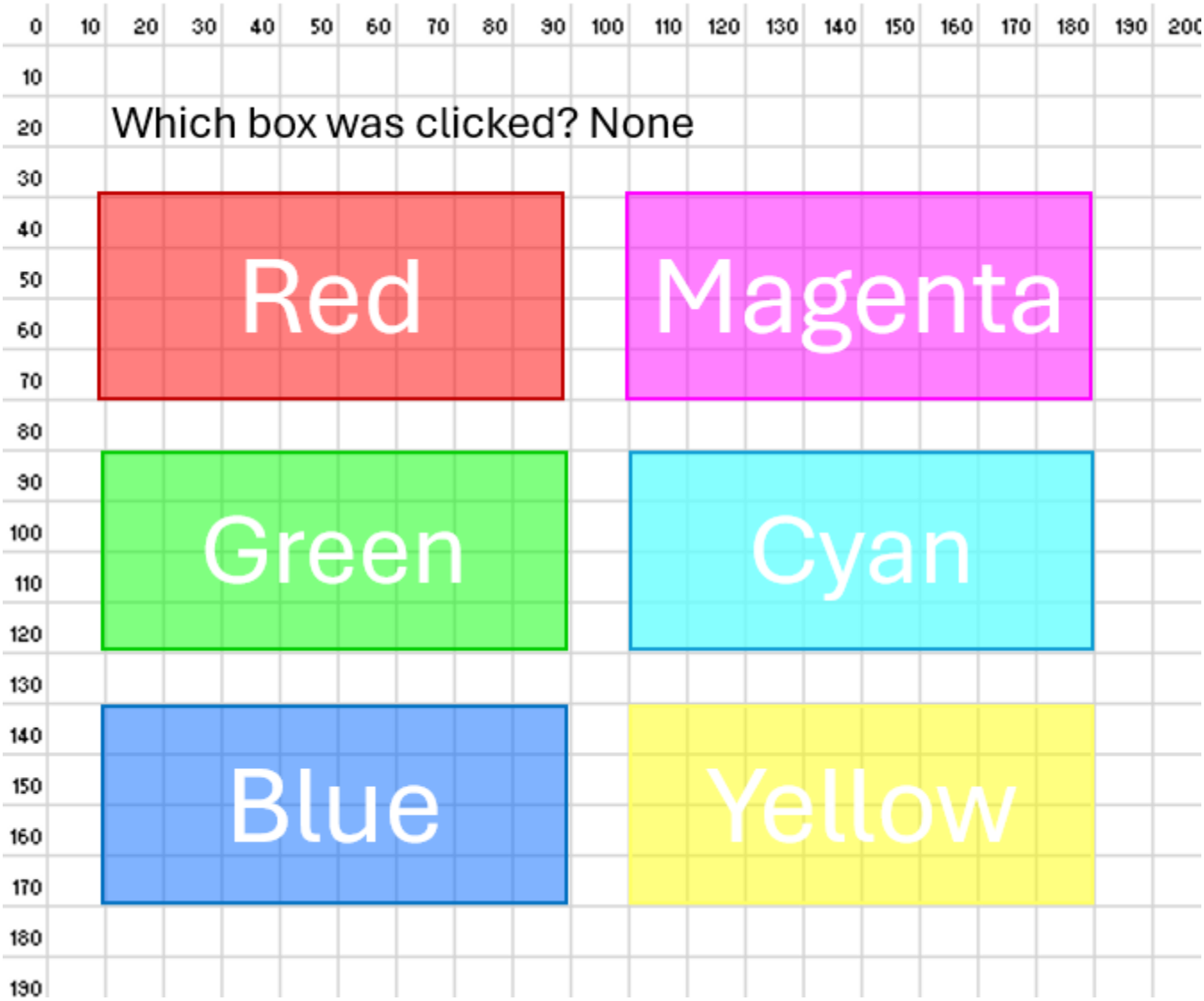
Which Box Was Pressed?



Add the other 5 buttons to the screen:

(1) In Mouse Pressed, Check the Button:

```
//check the red button
if (x > 10 && y > 30 && x < 90 && y < 70)
{
    text = "Red";
}
```

(2) In paint, draw the button:

```
g.setColor (Color.red);
g.fillRect (10, 30, 80, 40);
```

Starter Code

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;

public class Code3A_WhichBox extends Applet implements MouseListener
{
    String text = "None";

    public void mousePressed (MouseEvent e)
    {
        //get the x and y co-ordinates of the mouse
        int x = e.getX ();
        int y = e.getY ();

        //check the red button
        if (x > 10 && y > 30 && x < 90 && y < 70)
        {
            text = "Red";
        }
        else
        {
            text = "None";
        }
        repaint ();
    }


    public void paint (Graphics g)
    {
        g.drawString ("Which box? " + text, 10, 20);

        //draw the red box
        g.setColor (Color.red);
        g.fillRect (10, 30, 80, 40);
        g.setColor (Color.black);


    }

    //Other Methods needed for MouseListener ----------------------
    public void init () {  addMouseListener (this); }
    public void mouseClicked (MouseEvent e){ }
    public void mouseEntered (MouseEvent e){ }
    public void mouseExited (MouseEvent e){ }
    public void mouseReleased (MouseEvent e){ }
    //End of other methods needed for MouseListener ---------------
}
```