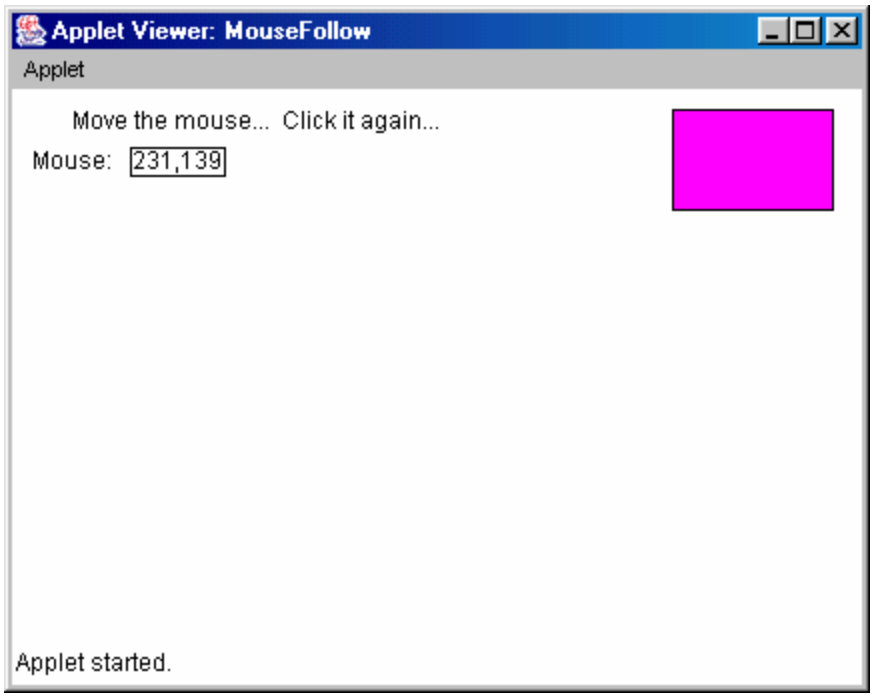
MouseFollow.java

```
 1    import java.applet.*;
 2    import java.awt.*;
 3    import java.awt.event.*;

 4    public class MouseFollow extends Applet {

 5        public void init() {
 6            setLayout(null);
 7            setSize(425, 275);
 8            addMouseListener(new MouseUpDown());
 9            addMouseMotionListener(new mouseMotion());
10        }

11        class MouseUpDown extends MouseAdapter {
12            public void mousePressed(MouseEvent event) {
13                setCursor(Cursor.getPredefinedCursor((nCursor == 0) ? Cursor.HAND_CURSOR :
14                                                     (nCursor == 1) ? Cursor.WAIT_CURSOR :
15                                                                      Cursor.DEFAULT_CURSOR));
16                if (++nCursor >= 3)
17                    nCursor = 0;
18                if (++nColor >= colors.length)
19                    nColor = 0;
20                repaint();
21            }
22        }

23        class mouseMotion extends MouseMotionAdapter {
24            public void mouseMoved(MouseEvent event) {
25                mouseMovedHandler(event);
26            }
27        }

28        void mouseMovedHandler(MouseEvent event) {
29            x = event.getX();
30            y = event.getY();
31            repaint(x0, y0, dx, dy);
32        }

33        static int nColor = 0;
34        public void paint(Graphics g) {
35            if (nCursor == 0)
36                g.drawString("Move the mouse...  Click it...", x0-30, 20);
37            else
38                g.drawString("Move the mouse...  Click it again...", x0-30, 20);
39            g.drawString("Mouse:", x0-50, y0+10);
40            g.drawString(x + "," + y, x0, y0+10);
41            g.drawRect(x0-1, y0-1, dx+2, dy+2);
42            g.setColor(colors[nColor]);
43            g.fillRect(330, 10, 80, 50);
44            g.setColor(Color.black);
45            g.drawRect(330, 10, 80, 50);
46        }

47        private int x, y;
48        private int nCursor = 0;
49        private static final int x0 = 60, y0 = 30, dx = 45, dy = 12;
50        private final Color[] colors = { Color.black, Color.blue, Color.cyan, Color.darkGray,
51                                         Color.gray, Color.green, Color.lightGray, Color.magenta,
52                                         Color.orange, Color.pink, Color.red, Color.white,
53                                         Color.yellow };
54    }
```

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