

## Eigene Steuerelemente mit Canvas

### Hauptklasse

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

public class Haupt extends Applet{
    Kreuz kreuz1=new Kreuz();
    Kreuz kreuz2=new Kreuz();

    public void init(){
        setLayout(new GridLayout(1,2));
        add(kreuz1);
        add(kreuz2);
    }
}
```

### eigenes Steuerelement

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

public class Kreuz extends Canvas{
    public Kreuz(){
        this.addMouseListener(new MouseListener(){
            public void mouseClicked(MouseEvent arg0) {
                setBackground(Color.BLACK);
            }

            public void mouseEntered(MouseEvent arg0){}
            public void mouseExited(MouseEvent arg0){}
            public void mousePressed(MouseEvent arg0){}
            public void mouseReleased(MouseEvent arg0){}
        });
    }

    public void paint(Graphics g){
        g.drawLine(0,0,this.getWidth(),this.getHeight());
        g.drawLine(0,this.getHeight(),this.getWidth(),0);
    }
}
```

