import java.awt.*;
import javax.swing.*;
import java.awt.event.*;

class Two extends JFrame {
    public void main(String[] args) {
        Container c = getContentPane();
        Two f = new Two();
        c.add(f);
        setSize(400, 400);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setVisible(true);
    }
}

public static void main(String[] args) {
    // Code...
}

class FaceFrame {
    Two() {
        Face f = new Face(this);
        this.add(f);
    }

    public void paintComponent(Graphics g) {
        f.draw(g);
    }
}

public class Facementor {
    public void mouseMoved(MouseEvent e) {
        int x = e.getX(), y = e.getY();
        left.setBounds(x, y);
        right.setBounds(x, y);
        repaint();
    }

    public void mouseDraged(MouseEvent e) {
    }
}

Eye left, right;
Nose nose;
Mouth mouth;
Two owner;

public void paintComponent(Graphics g) {
    owner = owner;
    left = new Eye("Left eye", 500, 500);
    right = new Eye("Right eye", 1500, 1500);
    nose = new Nose();
    mouth = new Mouth();
}

public static void main(String[] args) {
    // Code...
}
```java
import java.awt.Graphics;

class Eye {
    int x, y;
    int targetX, targetY;
    Eye(String name, int x, int y) {
        this.name = name;
        this.x = x;
        this.y = y;
    }
    void draw(Graphics g) {
        g.drawString(name, x, y);
        if (targetX > 0 && targetY >= 0) {
            g.drawLine(x, y, targetX, targetY);
        }
    }
}

class Nose {
    Nose() {
        // draw nose
    }
}

class Mouth {
    Mouth() {
        // draw mouth
    }
}

class String {
    void draw(Graphics g) {
        g.drawString("Eyes", 100, 200);
    }
}

class Graphics {
    void drawString(String str) {
        g.drawString(str, 100, 200);
    }
}
```