Object Oriented Programming:
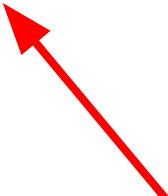# W A S D

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Java

Next Lab...

Write a graphics Java program that moves a Rectangle object to the right each time the "d" key is pressed OR to the left each time the "a" key is pressed OR up each time the "w" key is pressed OR down each time the "s" key is pressed.

Next Lab...hint

analogous to the onMouseClick method, there is a keyPress method as shown below (its in base code).

```
public static void main(String args[])
{

}
public void keyPress(String s)
{

}
```

whatever code is in between these { } executes one time, each time the key indicated by the String s is pressed once.