

## CC3 – Object Oriented Programming

Laboratory Exercise #9  
Event Handling: KeyEvent

Name:  Date:   
Code/Schedule:  Terminal #:

Topic(s) Covered: Event Handling, KeyEvent, KeyListener

Estimated Completion Time: 1 meeting

Objectives:

1. To implement event handling in graphics using KeyEvent
2. To apply KeyListener in the class

Activity:

Apply KeyEvent to your character from the previous laboratory activity. You can use any key on the keyboard to move your character (example using VK\_UP to move the character's eyes upwards or using VK\_R to move the character's arm). Be creative!

Laboratory Exercise Score Sheet

Trait	Exceptional (4)	Acceptable (3)	Amateur (2)	Unsatisfactory (1)
<b>Specifications</b>	The program works and meets all of the specifications.	The program works and produces the correct results and displays them correctly. It also meets most of the other specifications.	The program produces correct results but does not display them correctly.	The program is producing incorrect results.
<b>Readability</b>	The code is exceptionally well organized and very easy to follow.	The code is fairly easy to read.	The code is readable only by someone who knows what it is supposed to be doing.	The code is poorly organized and very difficult to read.
<b>Reusability</b>	The code could be reused as a whole or each routine could be reused.	Most of the code could be reused in other programs.	Some parts of the code could be reused in other programs.	The code is not organized for reusability.
<b>Documentation</b>	The documentation is well written and clearly explains what the code is accomplishing and how.	The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code.	The documentation is simply comments embedded in the code with some simple header comments separating routines.	The documentation is simply comments embedded in the code and does not help the reader understand the code.
<b>Delivery</b>	The program was delivered on time.	The program was delivered within a week of the due date.	The code was within 2 weeks of the due date.	The code was more than 2 weeks overdue.
<b>Efficiency</b>	The code is extremely efficient without sacrificing readability and understanding.	The code is fairly efficient without sacrificing readability and understanding.	The code is brute force and unnecessarily long.	The code is huge and appears to be patched together.