

KeyEventDemo

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

public class KeyEventDemo extends JFrame {
    private KeyboardPanel keyboardPanel = new KeyboardPanel();

    /**
     * Инициализируем UI
     */
    public KeyEventDemo() {
        // Добавляем keyboard panel для ввода и отражения ввода пользователем
        add(keyboardPanel);

        // Set focus
        keyboardPanel.setFocusable(true);
    }

    /**
     * Main method
     */
    public static void main(String[] args) {
        KeyEventDemo frame = new KeyEventDemo();
        frame.setTitle("KeyEventDemo");
        frame.setLocationRelativeTo(null); // Центрируем фрейм
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setSize(300, 300);
        frame.setVisible(true);
    }

    // Inner class: KeyboardPanel для получения ключа ввода
    static class KeyboardPanel extends JPanel {
        private int x = 100;
        private int y = 100;
        private char keyChar = 'A'; // Default key

        public KeyboardPanel() {
            addKeyListener(new KeyAdapter() {
                public void keyPressed(KeyEvent e) {
                    switch (e.getKeyCode()) {
                        case KeyEvent.VK_DOWN:
                            y += 10;
                            break;
                        case KeyEvent.VK_UP:
                            y -= 10;
                            break;
                        case KeyEvent.VK_LEFT:
                            x -= 10;
                            break;
                        case KeyEvent.VK_RIGHT:
                            x += 10;
                            break;
                        default:
                            keyChar = e.getKeyChar();
                    }
                }
            });
            repaint();
        }
    }
}
```

```
    * Рисуем символ
    */
    protected void paintComponent(Graphics g) {
        super.paintComponent(g);

        g.setFont(new Font("TimesRoman", Font.PLAIN, 24));
        g.drawString(String.valueOf(keyChar), x, y);
    }
}
```