

## EXPT 1 -A

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

@SuppressWarnings("serial")
public class KeyEventDemo extends Applet implements KeyListener
{
    String msg = "";

    public void init()
    {
        addKeyListener(this);
    }

    public void keyReleased(KeyEvent k)
    {
        showStatus("Key Released");
msg="Key Released";
        repaint();
    }

    public void keyTyped(KeyEvent k)
    {
        showStatus("Key Typed");
msg="Key Typed";
        repaint();
    }

    public void keyPressed(KeyEvent k)
    {
        showStatus("Key Pressed");
msg="Key Pressed";
        repaint();
    }

    public void paint(Graphics g)
    {
        g.drawString(msg, 10, 10);
    }
}
```

Applet Viewer: KeyEventDemo.class

Applet  
Key Released

Activate Windows  
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Key Released



Type here to search



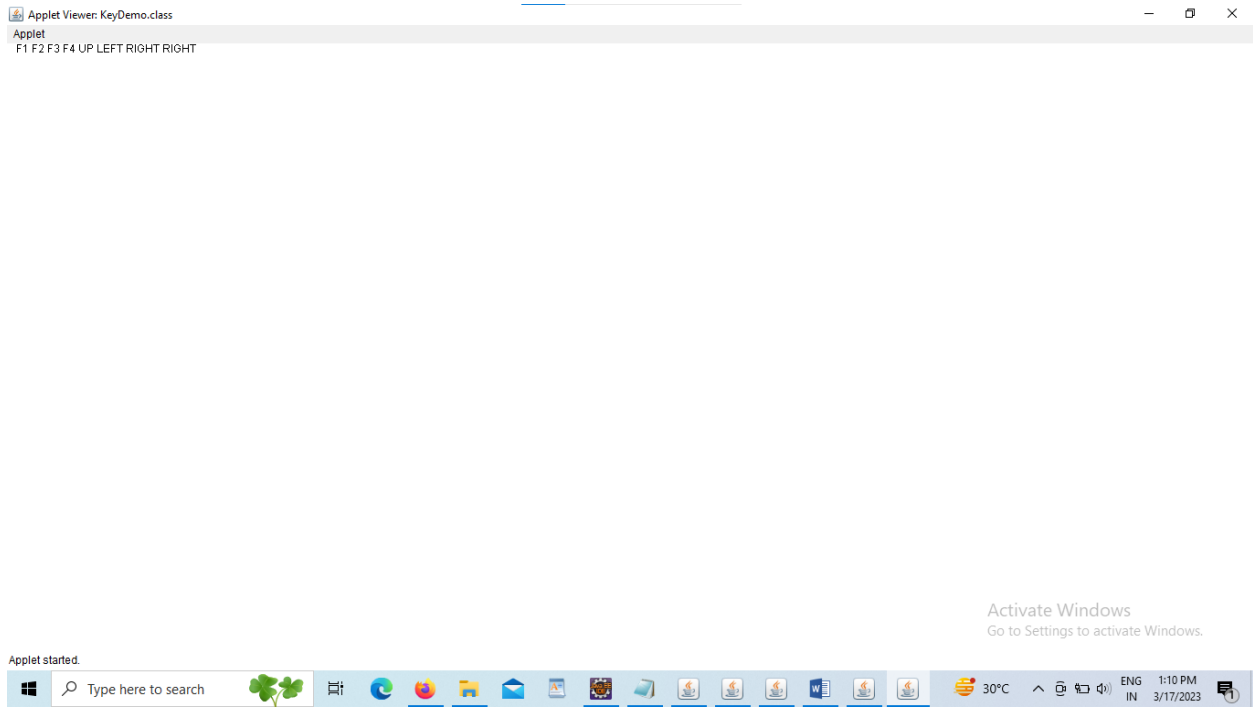
## EXPT 1-B

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

public class KeyDemo extends Applet implements KeyListener
{
    String msg = "";

    public void init()
    {
        addKeyListener(this);
    }
    public void keyPressed(KeyEvent k)
    {
        int key = k.getKeyCode();
        switch(key)
        {
            case KeyEvent.VK_F1 :
                msg = msg + "F1 ";
                break;
            case KeyEvent.VK_F2 :
                msg = msg + "F2 ";
                break;
            case KeyEvent.VK_F3 :
                msg = msg + "F3 ";
                break;
            case KeyEvent.VK_F4 :
                msg = msg + "F4 ";
                break;
            case KeyEvent.VK_RIGHT :
                msg = msg + "RIGHT ";
                break;
            case KeyEvent.VK_LEFT :
                msg = msg + "LEFT ";
                break;
            case KeyEvent.VK_UP :
                msg = msg + "UP ";
                break;
            case KeyEvent.VK_DOWN :
                msg = msg + "DOWN ";
                break;
        }
        repaint();
    }
    public void keyReleased(KeyEvent k){}
    public void keyTyped(KeyEvent k){}

    public void paint(Graphics g)
    {
        g.drawString(msg, 10, 10);
    }
}
```



## EXPT 2

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

public class Framedemo extends Frame implements MouseListener

{

    Label l;
    Framedemo()
    {
        super("AWT Frame");
        l = new Label();
        l.setFont(new Font("Courier New", Font.ITALIC, 20));
        l.setBackground(Color.GREEN);
        l.setBounds(25, 60, 250, 30);
        l.setAlignment(Label.CENTER);
        this.add(l);
        this.setSize(300, 300);
        this.setLayout(null);
        this.setVisible(true);
        this.addMouseListener(this);
        this.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                dispose();
            }
        });
    }

    public static void main(String[] args) {
        new Framedemo();
    }

    @Override
    public void mouseClicked(MouseEvent e) {
        l.setText("Mouse Clicked");
    }

    @Override
    public void mousePressed(MouseEvent e) {
        l.setText("Mouse Pressed");
    }

    @Override
    public void mouseReleased(MouseEvent e) {
        l.setText("Mouse Released");
    }

    @Override
    public void mouseEntered(MouseEvent e) {
        l.setText("Mouse Entered");
    }

    @Override
    public void mouseExited(MouseEvent e) {
        l.setText("Mouse Exited");
    }
}
```

AWT Frame



*Mouse Exited*

Activate Windows  
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