**EXP 1**

Write a program to demonstrate status of key on an Applet window such as KeyPressed, KeyReleased, KeyUp, KeyDown.

import java.awt.\*;

import java.applet.\*;

import java.awt.event.\*;

@SuppressWarnings("serial")

public class KeyboardDemo extends Applet implements KeyListener

{

String msg = "";

public void init()

{

addKeyListener(this);

}

public void keyReleased(KeyEvent k)

{

msg="Key Released";

showStatus("Key Released");

repaint();

}

public void keyTyped(KeyEvent k)

{

msg="Key Typed";

showStatus("Key Typed");

repaint();

}

public void keyPressed(KeyEvent k)

{

msg="Key Pressed";

showStatus("Key Pressed");

repaint();

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\_UP:

msg=msg+":KEY UP";

break;

case KeyEvent.VK\_DOWN:

msg=msg+":KEY Down ";

break;

case KeyEvent.VK\_LEFT:

msg=msg+":KEY LEFT";

break;

case KeyEvent.VK\_RIGHT:

msg=msg+":KEY RIGHT ";

break;

}

}

public void paint(Graphics g)

{

g.drawString(msg, 10, 10);

}

}