1) Component API:

class VirtualKeyboard:

VirtualKeyboard():
creates a default virtual keyboard component

attachComponent(AbstractTextField component):
attaches a text component to the virtual keyboard. Virtual keyboard will be used to enter text into this element. If virtual keyboard is shown inside a floating window, the window will appear when an attached text element receives focus.

detachComponent(AbstractTextField component):
detaches a text component from the virtual keyboard.

getLayout(String layout):
returns current keyboard layout

setLayout():
switches current keyboard from the serverside on the fly

getWindow():
returns floating window with the virtual keyboard component. If such window doesn't exist, it is created.

setFloatingWindow(boolean floating):
sets floating window mode if floating is true

addKeyListener(VirtualKeyboard.KeyListener):
adds listener to key press events

removeKeyListener(VirtualKeyboard.KeyListener):
removes a listener from key press events

VirtualKeyboard.KeyListener:
void keyPress(VirtualKeyboard.KeyEvent event);
VirtualKeyboard.KeyEvent:
String getKeyChar()

2) Usage examples:

a) Create a floating windows with virtual keyboard and attach it to a text component:

```
...
VirtualKeyboard virtualkeyboard = new VirtualKeyboard()

virtualkeyboard.setFloatingWindow(true);
virtualkeyboard.getWindow().setPositionX(200);
virtualkeyboard.getWindow().setPositionY(200);

TextField textField = new TextField();
virtualkeyboard.attachComponent(textField);
...
```

b) Create a virtual keyboard and listen to it's key press events:

```
...
VirtualKeyboard virtualkeyboard = new VirtualKeyboard()

virtualkeyboard.addKeyListener(
               new VirtualKeyboard.KeyListener() {
      public void keyPress(VirtualKeyboard.KeyEvent event) {
          Notification.show("Key pressed: " +
                              event.getKeyChar());
   }});

TextField textField = new TextField();
virtualkeyboard.attachComponent(textField);

layout.addComponent(textField);
layout.addComponent(virtualkeyboard);
...
```