package eventHandling;

// Demonstrate some virtual key codes.

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*

<applet code="KeyEvents" width=300 height=100>

</applet>

\*/

public class KeyEvents extends Applet

implements KeyListener {

String msg = "";

int X = 10, Y = 20; // output coordinates

public void init() {

addKeyListener(this);

}

public void keyPressed(KeyEvent ke) {

showStatus("Key Down");

int key = ke.getKeyCode();

switch(key) {

case KeyEvent.VK\_F1:

msg += "<F1>";

break;

case KeyEvent.VK\_F2:

msg += "<F2>";

break;

case KeyEvent.VK\_F3:

msg += "<F3>";

break;

case KeyEvent.VK\_PAGE\_DOWN:

msg += "<PgDn>";

break;

KeyEvent.VK\_PAGE\_UP:

msg += "<PgUp>";

break;

case KeyEvent.VK\_LEFT:

msg += "<Left Arrow>";

break;

case KeyEvent.VK\_RIGHT:

msg += "<Right Arrow>";

break;

}

repaint();

}

public void keyReleased(KeyEvent ke) {

showStatus("Key Up");

}

public void keyTyped(KeyEvent ke) {

msg += ke.getKeyChar();

repaint();

}

// Display keystrokes.

public void paint(Graphics g) {

g.drawString(msg, X, Y);

}

}