

Experiment no 01

Code:

1 A):

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

@SuppressWarnings("serial")
public class KeyEventDemo1 extends Applet implements KeyListener
{
    String msg = "";

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

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

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

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

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

/*
<applet code="KeyEventDemo1" height="400" width="400">
</applet>
```

*/

Output:



1 B)

Code:

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

public class keyEventDemo 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);
}
}
/*
Â Â Â <applet code="keyEventDemo" height=400 width=400>
Â Â Â </applet>
*/

```

Output:

