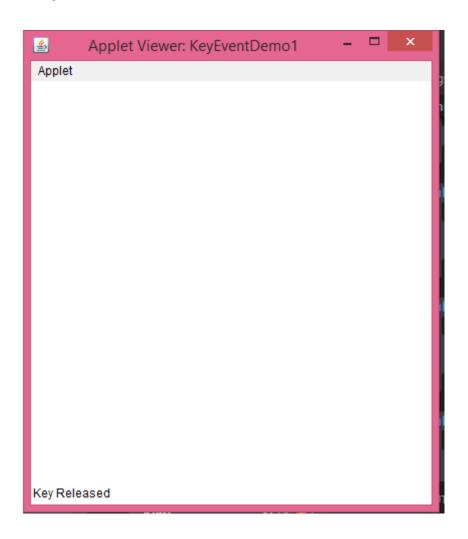
Experiment no 01

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

Output:

