Keyadopter class : An abstract adapter class for receiving keyboard events. The methods in this class are empty. This class exists as convenience for creating listener objects.

Extend this class to create a KeyEvent listener and override the methods for the events of interest. (If you implement the KeyListener interface, you have to define all of the methods in it. This abstract class defines null methods for them all, so you can only have to define methods for events you care about.)

Create a listener object using the extended class and then register it with a component using the component's addKeyListener method. When a key is pressed, released, or typed, the relevant method in the listener object is invoked, and the KeyEvent is passed to it.

Keypressed-invoked when a key is pressed.

Action listener Interface- Event handler. In general, to detect when the user clicks an onscreen button (or does the keyboard equivalent), a program must have an object that implements the ActionListener interface. The program must register this object as an action listener on the button (the event source), using the addActionListener method. When the user clicks the onscreen button, the button fires an action event. This results in the invocation of the action listener's actionPerformed method (the only method in the ActionListener interface). The single argument to the method is an ActionEvent object that gives information about the event and its source.

Pack()-The pack() method is defined in Window class in Java and it sizes the frame so that all its contents are at or above their preferred sizes.

Timer-Fires one or more ActionEvents at specified intervals. An example use is an animation object that uses a Timer as the trigger for drawing its frames.

JFrame class is a type of container which inherits the java.awt.Frame class. JFrame works like the main window where components like labels, buttons, textfields are added to create a GUI.