EXPT 1-A

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
@SuppressWarnings("serial")
public class KeyEventDemo extends Applet implements KeyListener
    String msg = "";
    public void init()
        addKeyListener(this);
    public void keyReleased(KeyEvent k)
        showStatus("Key Released");
msg="Key Released";
        repaint();
    public void keyTyped(KeyEvent k)
        showStatus("Key Typed");
msg="Key Typed";
        repaint();
    }
    public void keyPressed(KeyEvent k)
        showStatus("Key Pressed");
msg="Key Pressed";
        repaint();
    public void paint(Graphics g)
        g.drawString(msg, 10, 10);
}
```

Applet Viewer: KeyEventDemo.class
 Applet
 Key Released

Activate Windows Go to Settings to activate Windows.





EXPT 1-B

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
public class KeyDemo 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);
}
```

Applet F1 F2 F3 F4 UP LEFT RIGHT RIGHT

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EXPT 2

```
import java.awt.*;
import java.awt.event.*;
public class Framedemo extends Frame implements MouseListener
{
Label 1;
Framedemo()
super("AWT Frame");
1 = new Label();
1.setFont(new Font("Courier New", Font.ITALIC, 20));
1.setBackground(Color.GREEN);
1.setBounds(25, 60, 250, 30);
1.setAlignment(Label.CENTER);
this.add(1);
this.setSize(300, 300);
this.setLayout(null);
this.setVisible(true);
this.addMouseListener(this);
this.addWindowListener(new WindowAdapter() {
public void windowClosing(WindowEvent e) {
dispose();
}
});
public static void main(String[] args) {
new Framedemo();
}
@Override
public void mouseClicked(MouseEvent e) {
1.setText("Mouse Clicked");
@Override
public void mousePressed(MouseEvent e) {
1.setText("Mouse Pressed");
@Override
public void mouseReleased(MouseEvent e) {
1.setText("Mouse Released");
@Override
public void mouseEntered(MouseEvent e) {
1.setText("Mouse Entered");
@Override
public void mouseExited(MouseEvent e) {
1.setText("Mouse Exited");
}
}
```

Mouse Exited

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