

OBJECT ORIENTED PROGRAMING LAB**Experiment No.: 42****Name : Swetha Prakash****Roll No : 46****Batch : B****Date : 07-06-22****Aim**

Develop a program to handle Key events.

Source Code

```
import java.awt.FlowLayout;
import java.awt.Frame;
import java.awt.Label;
import java.awt.TextField;
import java.awt.event.KeyEvent;
import java.awt.event.KeyListener;
public class KeyPgm implements KeyListener{
    Label lb1, lbl2, lb;
    TextField tf1;
    Frame fr;
    String s;
    KeyPgm(){
        fr = new Frame("KeyEventListener Example");
        lb1= new Label(" Key Events will be displayed based on the actions",
Label.CENTER);
        lbl2= new Label();
        lb= new Label();
        tf1 = new TextField(20);
        fr.setLayout(new FlowLayout());
```

```
        fr.add(lbl1);
        fr.add(tf1);
        fr.add(lbl2);
        tf1.addKeyListener(this);
        fr.setSize(460,250);
        fr.setVisible(true);
    }

    public void keyPressed(KeyEvent ev){
        lbl2.setText(" Key pressed");
    }

    public void keyReleased(KeyEvent ev){
        lbl2.setText("Released");
    }

    public void keyTyped(KeyEvent ev){
        lbl2.setText("Key is typed");
        fr.setVisible(true);
    }

    public static void main(String[] args){
        new KeyPgm();
    }
}
```

Output Screenshot