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**Roll No: 48**

**Batch: RMCA-B**

**Date: 05/07/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 30**

**Aim**

Develop a program to handle Key events.

**PROCEDURE**

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 Key implements KeyListener

{

Label lb1, lbl2, lb;

TextField tf1;

Frame fr;

String s;

Key()

{

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(lb1);

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)

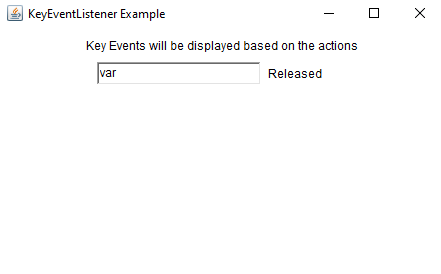
{

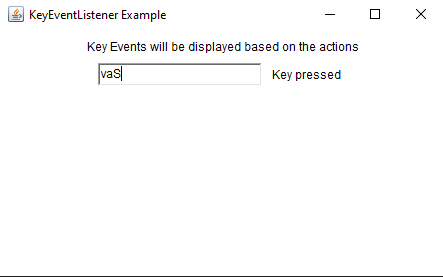
new Key();

}

}

**OUTPUT**

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