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code

Class GameIO

```
java.lang.Object
  code.GameIO
```

All Implemented Interfaces:

```
java.awt.event.KeyListener, java.util.EventListener
```

```
public class GameIO
  extends java.lang.Object
  implements java.awt.event.KeyListener
```

Allows for user control over the player paddle

Constructor Summary

Constructors

Constructor and Description

```
GameIO(Tennis tennis)
```

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	keyPressed (java.awt.event.KeyEvent event) Set moveUp to true if player pressed up arrow.
void	keyReleased (java.awt.event.KeyEvent event) Once user releases a key, respond accordingly to keep the player paddle from constantly moving.
void	keyTyped (java.awt.event.KeyEvent event)

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString,
wait, wait, wait
```

Constructor Detail

GameIO

```
public GameIO(Tennis tennis)
```

Method Detail

keyPressed

```
public void keyPressed(java.awt.event.KeyEvent event)
```

Set moveUp to true if player pressed up arrow. Set moveDown to true if player pressed down arrow. Allow user to pass the game entrance screen by pressing spacebar.

Specified by:

keyPressed in interface java.awt.event.KeyListener

keyReleased

```
public void keyReleased(java.awt.event.KeyEvent event)
```

Once user releases a key, respond accordingly to keep the player paddle from constantly moving.

Specified by:

keyReleased in interface java.awt.event.KeyListener

keyTyped

```
public void keyTyped(java.awt.event.KeyEvent event)
```

Specified by:

keyTyped in interface java.awt.event.KeyListener

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