LAB 5 Tuesday

2014/4

## It’s the easiest one. You just need to know how to use KeyListener.

**Requirement:**

1. When you press the keyboards of right and left, the image on the JPanel may be

changed.

2. When you press the keyboards of up and down, the image on the Jpanel will move

according to your press.

3. The image on the JPanel always move on the x-axle not only you press but also you don’t.

4. You need to draw the picture on the JPanel.

**HINTS:**

Interface KeyListener :

<http://docs.oracle.com/javase/7/docs/api/java/awt/event/KeyListener.html>