LAB 5 Thursday

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, left, up, down, the square on the JPanel

will move according to your press.

2. The image on the JPanel always move on the x-axle not only you press but also you

don’t.

3. 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>