//10.1

//Write a java program to illustrate the Keyboard Events by using an applet code.

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*<applet code="SimpleKey" width=300 height=100>

</applet>\*/

public class SimpleKey extends Applet implements KeyListener

{

String msg=" ";

int X=10,Y=20;

public void init()

{

addKeyListener(this);

}

public void keyPressed(KeyEvent ke)

{

showStatus("Key Down");

}

public void keyReleased(KeyEvent ke)

{

showStatus("Key up");

}

public void keyTyped(KeyEvent ke)

{

msg+=ke.getKeyChar();

repaint();

}

public void paint(Graphics g)

{

g.drawString(msg,X,Y);

}

}

OUTPUT:

