

How to use Mouse and Keyboard events in Java

Add the following code to your class.

```
public class MyGame extends Game implements KeyListener,
MouseListener
{
    public void setup()
    {
        addKeyListener(this);
        addMouseListener(this);
    }

    /** Keyboard Methods */
    public void keyTyped(KeyEvent ke)
    { /* Code for when key typed */ }
    public void keyPressed(KeyEvent ke)
    { /* Code for when key is pressed */ }
    public void keyReleased(KeyEvent ke)
    { /* Code for when key is released */ }

    /** Mouse Methods */
    public void mouseClicked(MouseEvent me)
    { /* Code for when mouse is clicked and released */ }
    public void mousePressed(MouseEvent me)
    { /* Code for when mouse is pressed down */ }
    public void mouseReleased(MouseEvent me)
    { /* Code for when mouse is released */ }
    public void mouseEntered(MouseEvent me)
    { /* Code for when mouse enters the window */ }
    public void mouseExited(MouseEvent me)
    { /* Code for when mouse exits the window */ }
}
```

The key that was pressed can be gotten using `ke.getKeyChar()`;
The mouse location can be gotten using `me.getX()`; and `me.getY()`;
The mouse button pressed can be gotten using `me.getButton()`;
The mouse buttons are either `MouseEvent.BUTTON1` (left-click) and
`MouseEvent.BUTTON3` (right-click).

You must write all the methods from the interfaces. If you do not need one of the interface methods, leave it with a blank `{ }`.