

Class GameJPanel.TAdapter

java.lang.Object
 java.awt.event.KeyAdapter
 GameJPanel.TAdapter

All Implemented Interfaces:

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

Enclosing class:

[GameJPanel](#)

```
private class GameJPanel.TAdapter
extends java.awt.event.KeyAdapter
```

Constructor Summary

Constructors

Modifier	Constructor and Description
private	TAdapter()

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	keyPressed (java.awt.event.KeyEvent e)
void	keyReleased (java.awt.event.KeyEvent e)

Methods inherited from class java.awt.event.KeyAdapter

[keyTyped](#)

Methods inherited from class java.lang.Object

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

TAdapter

```
private TAdapter()
```

Method Detail

keyPressed

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

Specified by:

keyPressed in interface `java.awt.event.KeyListener`

Overrides:

keyPressed in class `java.awt.event.KeyAdapter`

keyReleased

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

Specified by:

keyReleased in interface `java.awt.event.KeyListener`

Overrides:

keyReleased in class `java.awt.event.KeyAdapter`

[PACKAGE](#) [CLASS](#) [HELP](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)