Experiment 1a:

import java.awt.\*;

import java.applet.\*;

import java.awt.event.\*;

@SuppressWarnings("serial")

public class KeyEventDemo extends Applet implements KeyListener

{

String msg = "";

public void init()

{

addKeyListener(this);

}

public void keyReleased(KeyEvent k)

{

showStatus("Key Released");

repaint();

}

public void keyTyped(KeyEvent k)

{

showStatus("Key Typed");

repaint();

}

public void keyPressed(KeyEvent k)

{

showStatus("Key Pressed");

repaint();

}

public void paint(Graphics g)

{

g.drawString(msg, 10, 10);

}

}

Experiment 1b:

import java.awt.\*;

import java.applet.\*;

import java.awt.event.\*;

public class KeyEventDemo extends Applet implements KeyListener

{

String msg = "";

int X = 10, Y = 20; // output coordinates public void init()

public void init()

{

addKeyListener(this);

requestFocus(); // request input focus

}

public void keyPressed(KeyEvent k)

{

showStatus("Key Down");

int key = k.getKeyCode();

switch(key)

{

case KeyEvent.VK\_F1:

msg = msg + "F1 ";

break;

case KeyEvent.VK\_F2:

msg = msg + "F2 ";

break;

case KeyEvent.VK\_F3:

msg = msg + "F3 ";

break;

case KeyEvent.VK\_F4:

msg = msg + "F4 ";

break;

case KeyEvent.VK\_RIGHT:

msg = msg + "RIGHT ";

break;

case KeyEvent.VK\_LEFT:

msg = msg + "LEFT ";

break;

case KeyEvent.VK\_UP:

msg = msg + "UP ";

break;

case KeyEvent.VK\_DOWN:

msg = msg + "DOWN ";

break;

}

repaint();

}

public void keyReleased(KeyEvent k){

showStatus("Key Up");

}

public void keyTyped(KeyEvent k){

msg += k.getKeyChar();

repaint();

}

public void paint(Graphics g)

{

g.drawString(msg, X, Y);

}

}