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J2ME KeyEvent Example

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This application illustrates to find the key code of each key with its value.

J2ME KeyEvent Example

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This application illustrates to find the key code of each key with its value. In this example we find the key value and print it on the console as like this:

```
System.out.println("keyPressed " + ((char)keyCode));
```

```
System.out.println("keyReleased " + ((char)keyCode));
```

```
System.out.println("keyPressed action " + getGameAction(keyCode));
```

```
System.out.println("keyReleased action " + getGameAction(keyCode));
```

To find the key code we are using the key pressed method, the syntax is as follows:

```
protected void keyPressed(int keyCode){
```

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KeyEventMIDlet.java

```

import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class KeyEventMIDlet extends MIDlet{
    private Display display;
    private Command exit;

    public void startApp () {
        display = Display.getDisplay(this);
        Canvas keyCanvas = new Canvas() {
            public void paint(Graphics g) {}

            protected void keyPressed(int keyCode) {
                if (keyCode > 0) {
                    System.out.println("keyPressed " + ((char) keyCode));
                    System.out.println("keyReleased " + ((char) keyCode));
                } else {
                    System.out.println("keyPressed action " + getGameAction(keyCode));
                    System.out.println("keyReleased action " + getGameAction(keyCode));
                }
            }
        };
        exit = new Command("Exit", Command.STOP, 1);
        keyCanvas.addCommand(exit);
        keyCanvas.setCommandListener(new CommandListener() {
            public void commandAction(Command c, Displayable d) {
                String label = c.getLabel();
                if (label.equals("Exit")) {
  
```

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```
notifyDestroyed();
}
}
});
display.setCurrent(keyCanvas);
}

public void pauseApp() {
    display = null;
}

public void destroyApp(boolean unconditional) {}
}
```

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