**classpage:Keybuttons.jave**

**Coding:**

package snake\_game;

import java.awt.event.\*;

import java.awt.event.KeyEvent;

public class KeyButtons extends snake implements KeyListener,Runnable{

@Override

public void KeyPressed(KeyEvent e){

//left wnen player pressed left arrow

if (run1 ==true && e.getKeyCode()==37){

directionx =- 10;

directiony = 0;

runr=false;

runu=true;

rund=true;

}

//up when up arrow

if(runu==true && e.getKeyCode()==38){

directionx=0;

directiony =- 10;

rund=false;

runr=true;

run1=true;

}

//right when right arrow

if(runr == true && e.getKeyCode()==39){

directionx =+ 10;

directiony = 0;

run1=false;

runu=true;

rund=true;

}

//down when down arrow

if(rund==true && e.getKeyCode() == 40){

directionx = 0;

directiony =+ 10;

runu=false;

runr=true;

run1=true;

}

}

public void KeyReleased(KeyEvent e){

}

public void KeyTyped(KeyEvent e){

}

public void run(){

for(;;){

moveForward();

try{

Thread.sleep(speed);

}

catch(InterruptedException ie){

}

}

}

@Override

public void keyTyped(KeyEvent e) {

throw new UnsupportedOperationException("Not supported yet."); // Generated from nbfs://nbhost/SystemFileSystem/Templates/Classes/Code/GeneratedMethodBody

}

@Override

public void keyPressed(KeyEvent e) {

throw new UnsupportedOperationException("Not supported yet."); // Generated from nbfs://nbhost/SystemFileSystem/Templates/Classes/Code/GeneratedMethodBody

}

@Override

public void keyReleased(KeyEvent e) {

throw new UnsupportedOperationException("Not supported yet."); // Generated from nbfs://nbhost/SystemFileSystem/Templates/Classes/Code/GeneratedMethodBody

}

}