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Title: - Demonstrate status of key on GUI

Problem Statement: - Write a program in Java to demonstrate status of key on GUI such as KeyPressed, KeyReleased, KeyTyped Use Key listener interface.

import java.awt.\*;

import java.awt.event.\*;

public class pr6 extends Frame implements KeyListener {

private TextField t;

public static void main(String[] args)

{

pr6 Aobj= new pr6 ();

}

public pr6()

{

addKeyListener(this);

setTitle("KEY EVENTS");

setVisible(true);

setSize(800,400);

setLocation(100,100);

setLayout(new FlowLayout(FlowLayout.CENTER,100,50));

setBackground(Color.white);

t=new TextField("KeyListner", 20);

t.setEditable(false);

add(t);

}

public void keyPressed(KeyEvent e)

{

t.setText("KEY PRESSED");

System.out.println("KEY PRESSED");

}

public void keyReleased(KeyEvent e)

{

t.setText("KEY RELEASED");

System.out.println("KEY RELEASED");

}

public void keyTyped(KeyEvent e)

{

t.setText("KEY TYPED");

System.out.println("KEY TYPED");

}

}