**AWT-KeyListener**

package keyevent;

import java.awt.\*;

import java.awt.event.\*;

public class Main extends WindowAdapter implements KeyListener{

Frame f;

Label lb1,lb2;

TextArea txt;

Main()

{

f=new Frame();

f.setLayout(null);

f.setSize(500,300);

f.setTitle("keyListener");

f.setLocationRelativeTo(null);

f.setVisible(true);

init();

add\_component();

register();

}

void init()

{

lb1=new Label("TextArea event handling");

lb1.setBounds(150, 80, 200, 50);

lb2=new Label();

lb2.setBounds(150, 330, 200, 50);

txt=new TextArea();

txt.setBounds(120, 180, 250, 75);

}

void add\_component()

{

f.add(lb1);

f.add(txt);

f.add(lb2);

}

void register()

{

f.addWindowListener(this);

txt.addKeyListener(this);

}

public void keyPressed(KeyEvent e)

{

lb2.setText("key presseed= "+e.getKeyChar());

}

public void keyTyped(KeyEvent e)

{

lb2.setText("key Typed= "+e.getKeyChar());

}

public void keyReleased(KeyEvent e)

{

lb2.setText("key Released= "+e.getKeyChar());

}

public void windowClosing(WindowEvent e)

{

f.dispose();

}

public static void main(String[] args) {

// TODO Auto-generated method stub

new Main();

}}