

```

1 package maze.display;
2
3 import java.awt.event.KeyEvent;
4
5 /**
6  * Links key presses and actions
7  */
8
9 @author Pierre-Andre Mudry
10 @date February 2012
11 @version 1.0
12 */
13 public class KeyboardListener implements KeyListener {
14
15     MazeGame mg;
16     MazeContainer mc;
17
18     /**
19      * To link keys to actions from the game in the maze, we need references to
20      * both
21      *
22      * @param mc The maze
23      * @param mg The game
24      */
25     public KeyboardListener(MazeContainer mc, MazeGame mg) {
26         this.mc = mc;
27         this.mg = mg;
28     }
29
30     /**
31      * What happens when a key has been pressed
32      */
33     @Override
34     public void keyPressed(KeyEvent arg0) {
35
36         /**
37          * Keys for player 1
38          */
39         switch (arg0.getKeyCode()) {
40             case KeyEvent.VK_A:
41                 System.out.println("You pressed the 'A' key");
42                 break;
43             case KeyEvent.VK_F12:
44                 System.out.println("You pressed the F12 key");
45                 break;
46             case KeyEvent.VK_EURO_SIGN:
47                 System.out.println("You pressed the € key");
48                 break;
49         }
50     }
51
52     /**
53      * This method is called when a key has been released (i.e. no more pressed)
54      */
55     @Override
56     public void keyReleased(KeyEvent arg0) {
57
58     }
59
60     /**
61      * This method is called when a key has been pressed and released (complete
62      * cycle)
63      */
64     @Override
65     public void keyTyped(KeyEvent arg0) {
66
67     }
68
69 }

```