

SWING - KEYEVENT CLASS

http://www.tutorialspoint.com/swing/swing_key_event.htm

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On entering the character the Key event is generated. There are three types of key events which are represented by the integer constants. These key events are following

- KEY_PRESSED
- KEY_RELEASED
- KEY_TYPED

Class declaration

Following is the declaration for **java.awt.event.KeyEvent** class:

```
public class KeyEvent
    extends InputEvent
```

Field

Following are the fields for **java.awt.InputEvent** class:

- **static char CHAR_UNDEFINED** -- KEY_PRESSED and KEY_RELEASED events which do not map to a valid Unicode character use this for the keyChar value.
- **static int KEY_FIRST** -- The first number in the range of ids used for key events.
- **static int KEY_LAST** -- The last number in the range of ids used for key events.
- **static int KEY_LOCATION_LEFT** -- A constant indicating that the key pressed or released is in the left key location *thereismorethanonepossiblelocationforthiskey*.
- **static int KEY_LOCATION_NUMPAD** -- A constant indicating that the key event originated on the numeric keypad or with a virtual key corresponding to the numeric keypad.
- **static int KEY_LOCATION_RIGHT** -- A constant indicating that the key pressed or released is in the right key location *thereismorethanonepossiblelocationforthiskey*.
- **static int KEY_LOCATION_STANDARD** -- A constant indicating that the key pressed or released is not distinguished as the left or right version of a key, and did not originate on the numeric keypad *ordidnotoriginatewithavirtualkeycorrespondingtothenumerickeypad*.
- **static int KEY_LOCATION_UNKNOWN** -- A constant indicating that the keyLocation is indeterminate or not relevant.
- **static int KEY_PRESSED** -- The "key pressed" event.
- **static int KEY_RELEASED** -- The "key released" event.
- **static int KEY_TYPED** -- The "key typed" event.
- **static int VK_0** -- VK_0 thru VK_9 are the same as ASCII '0' thru '9' 0x30 – 0x39
- **static int VK_1**
- **static int VK_2**
- **static int VK_3**
- **static int VK_4**
- **static int VK_5**
- **static int VK_6**

- **static int VK_7**
- **static int VK_8**
- **static int VK_9**
- **static int VK_A** -- VK_A thru VK_Z are the same as ASCII 'A' thru 'Z' 0x41 – 0x5A
- **static int VK_ACCEPT** -- Constant for the Accept or Commit function key.
- **static int VK_ADD**
- **static int VK_AGAIN**
- **static int VK_ALL_CANDIDATES** -- Constant for the All Candidates function key.
- **static int VK_ALPHANUMERIC** -- Constant for the Alphanumeric function key.
- **static int VK_ALT**
- **static int VK_ALT_GRAPH** -- Constant for the AltGraph function key.
- **static int VK_AMPERSAND**
- **static int VK_ASTERISK**
- **static int VK_AT** -- constant for the "@" key.
- **static int VK_B**
- **static int VK_BACK_QUOTE**
- **static int VK_BACK_SLASH** -- Constant for the back slash key, "\"
- **static int VK_BACK_SPACE**
- **static int VK_BEGIN** -- Constant for the Begin key.
- **static int VK_BRACELEFT**
- **static int VK_BRACERIGHT**
- **static int VK_C**
- **static int VK_CANCEL**
- **static int VK_CAPS_LOCK**
- **static int VK_CIRCUMFLEX** -- Constant for the "^" key.
- **static int VK_CLEAR**
- **static int VK_CLOSE_BRACKET** -- Constant for the close bracket key, "]"
- **static int VK_CODE_INPUT** -- Constant for the Code Input function key.
- **static int VK_COLON** -- Constant for the ":" key.
- **static int VK_COMMA** -- Constant for the comma key, ","
- **static int VK_COMPOSE** -- Constant for the Compose function key.
- **static int VK_CONTEXT_MENU** -- Constant for the Microsoft Windows Context Menu key.
- **static int VK_CONTROL**
- **static int VK_CONVERT** -- Constant for the Convert function key.
- **static int VK_COPY**

- **static int VK_CUT**
- **static int VK_D**
- **static int VK_DEAD_ABOVEDOT**
- **static int VK_DEAD_ABOVERING**
- **static int VK_DEAD_ACUTE**
- **static int VK_DEAD_BREVE**
- **static int VK_DEAD_CARON**
- **static int VK_DEAD_CEDILLA**
- **static int VK_DEAD_CIRCUMFLEX**
- **static int VK_DEAD_DIAERESIS**
- **static int VK_DEAD_DOUBLEACUTE**
- **static int VK_DEAD_GRAVE**
- **static int VK_DEAD_IOTA**
- **static int VK_DEAD_MACRON**
- **static int VK_DEAD_OGONEK**
- **static int VK_DEAD_SEMIVOICED_SOUND**
- **static int VK_DEAD_TILDE**
- **static int VK_DEAD_VOICED_SOUND**
- **static int VK_DECIMAL**
- **static int VK_DELETE**
- **static int VK_DIVIDE**
- **static int VK_DOLLAR** -- Constant for the "\$" key.
- **static int VK_DOWN** -- Constant for the non-numpad down arrow key.
- **static int VK_E**
- **static int VK_END**
- **static int VK_ENTER**
- **static int VK_EQUALS** -- Constant for the equals key, "="
- **static int VK_ESCAPE**
- **static int VK_EURO_SIGN** -- Constant for the Euro currency sign key.
- **static int VK_EXCLAMATION_MARK** -- Constant for the "!" key.
- **static int VK_F**
- **static int VK_F1** -- Constant for the F1 function key.
- **static int VK_F10** -- Constant for the F10 function key.
- **static int VK_F11** -- Constant for the F11 function key.

- **static int VK_F12** -- Constant for the F12 function key.
- **static int VK_F13** -- Constant for the F13 function key.
- **static int VK_F14** -- Constant for the F14 function key.
- **static int VK_F15** -- Constant for the F15 function key.
- **static int VK_F16** -- Constant for the F16 function key.
- **static int VK_F17** -- Constant for the F17 function key.
- **static int VK_F18** -- Constant for the F18 function key.
- **static int VK_F19** -- Constant for the F19 function key.
- **static int VK_F2** -- Constant for the F2 function key.
- **static int VK_F20** -- Constant for the F20 function key.
- **static int VK_F21** -- Constant for the F21 function key.
- **static int VK_F22** -- Constant for the F22 function key.
- **static int VK_F23** -- Constant for the F23 function key.
- **static int VK_F24** -- Constant for the F24 function key.
- **static int VK_F3** -- Constant for the F3 function key.
- **static int VK_F4** -- Constant for the F4 function key.
- **static int VK_F5** -- Constant for the F5 function key.
- **static int VK_F6** -- Constant for the F6 function key.
- **static int VK_F7** -- Constant for the F7 function key.
- **static int VK_F8** -- Constant for the F8 function key.
- **static int VK_F9** -- Constant for the F9 function key.
- **static int VK_FINAL**
- **static int VK_FIND**
- **static int VK_FULL_WIDTH** -- Constant for the Full-Width Characters function key.
- **static int VK_G**
- **static int VK_GREATER**
- **static int VK_H**
- **static int VK_HALF_WIDTH** -- Constant for the Half-Width Characters function key.
- **static int VK_HELP**
- **static int VK_HIRAGANA** -- Constant for the Hiragana function key.
- **static int VK_HOME**
- **static int VK_I**
- **static int VK_INPUT_METHOD_ON_OFF** -- Constant for the input method on/off key.
- **static int VK_INSERT**
- **static int VK_INVERTED_EXCLAMATION_MARK** -- Constant for the inverted exclamation

mark key.

- **static int VK_J**
- **static int VK_JAPANESE_HIRAGANA** -- Constant for the Japanese-Hiragana function key.
- **static int VK_JAPANESE_KATAKANA** -- Constant for the Japanese-Katakana function key.
- **static int VK_JAPANESE_ROMAN** -- Constant for the Japanese-Roman function key.
- **static int VK_K**
- **static int VK_KANA**
- **static int VK_KANA_LOCK** -- Constant for the locking Kana function key.
- **static int VK_KANJI**
- **static int VK_KATAKANA** -- Constant for the Katakana function key.
- **static int VK_KP_DOWN** -- Constant for the numeric keypad down arrow key.
- **static int VK_KP_LEFT** -- Constant for the numeric keypad left arrow key.
- **static int VK_KP_RIGHT** -- Constant for the numeric keypad right arrow key.
- **static int VK_KP_UP** -- Constant for the numeric keypad up arrow key.
- **static int VK_L**
- **static int VK_LEFT** -- Constant for the non-numpad left arrow key.
- **static int VK_LEFT_PARENTHESIS** -- Constant for the "(" key.
- **static int VK_LESS**
- **static int VK_M**
- **static int VK_META**
- **static int VK_MINUS** -- Constant for the minus key, "-"
- **static int VK_MODECHANGE**
- **static int VK_MULTIPLY**
- **static int VK_N**
- **static int VK_NONCONVERT** -- Constant for the Don't Convert function key.
- **static int VK_NUM_LOCK**
- **static int VK_NUMBER_SIGN** -- Constant for the "#" key.
- **static int VK_NUMPAD0**
- **static int VK_NUMPAD1**
- **static int VK_NUMPAD2**
- **static int VK_NUMPAD3**
- **static int VK_NUMPAD4**
- **static int VK_NUMPAD5**
- **static int VK_NUMPAD6**
- **static int VK_NUMPAD7**

- **static int VK_NUMPAD8**
- **static int VK_NUMPAD9**
- **static int VK_O**
- **static int VK_OPEN_BRACKET** -- Constant for the open bracket key, "["
- **static int VK_P**
- **static int VK_PAGE_DOWN**
- **static int VK_PAGE_UP**
- **static int VK_PASTE**
- **static int VK_PAUSE**
- **static int VK_PERIOD** -- Constant for the period key, "."
- **static int VK_PLUS** -- Constant for the "+" key.
- **static int VK_PREVIOUS_CANDIDATE** -- Constant for the Previous Candidate function key.
- **static int VK_PRINTSCREEN**
- **static int VK_PROPS**
- **static int VK_Q**
- **static int VK_QUOTE**
- **static int VK_QUOTEDBL**
- **static int VK_R**
- **static int VK_RIGHT** -- Constant for the non-numpad right arrow key.
- **static int VK_RIGHT_PARENTHESIS** -- Constant for the ")" key.
- **static int VK_ROMAN_CHARACTERS** -- Constant for the Roman Characters function key.
- **static int VK_S**
- **static int VK_SCROLL_LOCK**
- **static int VK_SEMICOLON** -- Constant for the semicolon key, ";"
- **static int VK_SEPARATER** -- This constant is obsolete, and is included only for backwards compatibility.
- **static int VK_SEPARATOR** -- Constant for the Numpad Separator key.
- **static int VK_SHIFT**
- **static int VK_SLASH** -- Constant for the forward slash key, "/"
- **static int VK_SPACE**
- **static int VK_STOP**
- **static int VK_SUBTRACT**
- **static int VK_T**
- **static int VK_TAB**
- **static int VK_U**

- **static int VK_UNDEFINED** -- This value is used to indicate that the keyCode is unknown.
- **static int VK_UNDERSCORE** -- Constant for the "_" key.
- **static int VK_UNDO**
- **static int VK_UP** -- Constant for the non-numpad up arrow key.
- **static int VK_V**
- **static int VK_W**
- **static int VK_WINDOWS** -- Constant for the Microsoft Windows "Windows" key.
- **static int VK_X**
- **static int VK_Y**
- **static int VK_Z**

Class constructors

S.N.	Constructor & Description
1	KeyEvent <i>Componentsource, intid, longwhen, intmodifiers, intkeyCode</i> Deprecated. as of JDK1.1
2	KeyEvent <i>Componentsource, intid, longwhen, intmodifiers, intkeyCode, charkeyChar</i> Constructs a KeyEvent object.
3	KeyEvent <i>Componentsource, intid, longwhen, intmodifiers, intkeyCode, charkeyChar, intkeyLocation</i>

Class methods

S.N.	Method & Description
1	char getKeyChar Returns the character associated with the key in this event.
2	int getKeyCode Returns the integer keyCode associated with the key in this event.
3	int getKeyLocation Returns the location of the key that originated this key event.
4	static String getKeyModifiersText <i>intmodifiers</i> Returns a String describing the modifier keys, such as "Shift", or "Ctrl+Shift".
5	static String getKeyText <i>intkeyCode</i> Returns a String describing the keyCode, such as "HOME", "F1" or "A".

- 6 **boolean isActionKey**
Returns whether the key in this event is an "action" key.
- 7 **String paramString**
Returns a parameter string identifying this event.
- 8 **void setKeyChar***charkeyChar*
Set the keyChar value to indicate a logical character.
- 9 **void setKeyCode***intkeyCode*
Set the keyCode value to indicate a physical key.
- 10 **void setModifiers***intmodifiers*
Deprecated. as of JDK1.1.4

Methods inherited

This class inherits methods from the following classes:

- java.awt.event.InputEvent
- java.awt.event.ComponentEvent
- java.awt.AWTEvent
- java.util.EventObject
- java.lang.Object

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