**Exercise**

Write a Java program to detect key presses. If the user pressed number keys (from 0 to 9), the program will tell the number that is pressed, otherwise, program will show "Not allowed".

**Read() Method in Java**

int System.in.read() reads the next byte of data from the input stream. It returns an int because besides all the possible values of a byte, it also needs to be able to return an extra value to indicate end-of-stream. So, it has to return a type which can express more values than a byte can.

**Source Code**

**import** java.io.IOException;

**public** **class** Switch {

**public** **static** **void** main(String[] args) {

*DetectKey*();

System.***out***.println("Enter a digit 0 - 9");

**try**{

**int** x = System.***in***.read();

/\*notice how 13 is printed as the read() method reads characters as you probably pressed the Enter key(Carriage Return key after entering a digit and the Carriage return is ASCII code 13

\*/

System.***out***.println(x);

}**catch**(IOException e){};

}

**static** **void** DetectKey() {

**char** key=' ';

System.***out***.print("Press a number key:");

**try**{

key = (**char**)System.***in***.read();

}**catch**(IOException e){};

**switch** (key)

{

**case** '0': System.***out***.println("You pressed 0."); **break**;

**case** '1': System.***out***.println("You pressed 1."); **break**;

**case** '2': System.***out***.println("You pressed 2."); **break**;

**case** '3': System.***out***.println("You pressed 3."); **break**;

**case** '4': System.***out***.println("You pressed 4."); **break**;

**case** '5': System.***out***.println("You pressed 5."); **break**;

**case** '6': System.***out***.println("You pressed 6."); **break**;

**case** '7': System.***out***.println("You pressed 7."); **break**;

**case** '8': System.***out***.println("You pressed 8."); **break**;

**case** '9': System.***out***.println("You pressed 9."); **break**;

**default**: System.***out***.println("Not allowed!"); **break**;

}

}

}