

Handling Key Press

```
case EVT_KEY:           // From Simon Game Example - no menus used

    int SelQuad = -1;

    switch (wParam) {
        case AVK_1: SelQuad = 0; break;
        case AVK_3: SelQuad = 1; break;
        case AVK_7: SelQuad = 2; break;
        case AVK_9: SelQuad = 3; break;
    }

    processQuad(SelQuad);
```

Handling Key Press

```
case EVT_KEY:           // Voice memo controller

    switch (wParam) {
        case AVK_1: previousMessage(pMe); break;
        case AVK_2: rePlayMessage(pMe); break;
        case AVK_3: nextMessage(pMe); break;
        case AVK_7: RecordMessage(pMe); break;
    }
}
```

Event Delegation

```

case EVT_KEY: // This code is called when a key is pressed

    if (IMENUCTL_IsActive(pMe->pIMenu)) { // if menu is active
        if (wParam == AVK_CLR) { // if CLR key was pressed,
            // CLR while in menu means we should exit the app.
            Exit_App(pMe);
            return TRUE;
        }
        else
            // let the Menu Object Handler process the key press
            return (IMENUCTL_HandleEvent(pMe->pIMenu, eCode,
                wParam, dwParam));
    }
    else {
        // this code is entered when menu is not active
        if (wParam == AVK_CLR){ // if CLR key was pressed
            // CLR key while on another screen means return to menu
            ISOUND_StopTone(pMe->pISound);
            IMENUCTL_Redraw(pMe->pIMenu);
            IMENUCTL_SetActive(pMe->pIMenu, TRUE);
            return TRUE;}
        return FALSE;
    }

```

Event Publish and Dispatch

Examples:

- *IShell Register Notify*
- *IBattery Notify*