

```

package scratchpad.controls
{
    import flash.events.KeyboardEvent;
    import flash.ui.Keyboard;

    import mx.controls.Alert;
    import mx.controls.Button;

    /**
     * This class overrides the basic Button class as provided by
    Flex SDK.
     *
     * In addition to all the capabilities that the Button class has,
    this class would
     * provide the following:
     *
     * 1. Enable "enter" key to handle button clicks
     * 2. Show the mouse cursor as a "hand" as the user hovers over
    the button
     */
    public class Button extends mx.controls.Button
    {
        public function Button()
        {
            super();

            // If enabled, it shows the hand cursor. Also, you need
            to have the
            // buttonMode property set to true
            useHandCursor = true;

            // If you enable this, then the sprite behaves like a
            button and hence as the
            // user rolls over / hover over the sprite it will show
            the hand cursor.
            buttonMode = true;
        }

        override protected function keyDownHandler
        (event:KeyboardEvent):void
        {
            // trap the key codes for Enter and replace that with a
            Space - which is
            // handled by the Button by default.
        }
    }
}

```

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        if(event.keyCode == Keyboard.ENTER)
        {
            event.keyCode = Keyboard.SPACE;
        }

        super.keyDownHandler(event);
    }

    override protected function keyUpHandler
(event:KeyboardEvent):void
    {
        // trap the key codes for Enter and replace that with a
Space - which is
        // handled by the Button by default.
        if(event.keyCode == Keyboard.ENTER)
        {
            event.keyCode = Keyboard.SPACE;
        }

        super.keyUpHandler(event);
    }
}
}
}

```