#include<iostream>

#include<windows.h>

using namespace std;

int main()

{

while(true)

{

if(GetAsyncKeyState(VK\_DOWN))

{

cout<<"Down\n";

}

if(GetAsyncKeyState(VK\_UP))

{

cout<<"UP\n";

}

if(GetAsyncKeyState(VK\_LEFT))

{

cout<<"LEFT\n";

}

if(GetAsyncKeyState(VK\_RIGHT))

{

cout<<"RIGHT\n";

}

if(GetAsyncKeyState(VK\_SPACE))

{

cout<<"SPACE\n";

}

if(GetAsyncKeyState(VK\_MENU))

{

cout<<"ALT\n";

}

if(GetAsyncKeyState(VK\_CONTROL))

{

cout<<"CTR\n";

}

if(GetAsyncKeyState(VK\_RETURN))

{

cout<<"ENTER\n";

}

if(GetAsyncKeyState(VK\_ESCAPE))

{

break;

}

}

system("pause");

}