

Anthony Sanchez

Project Info and details

The project I chose to create was a keylogger to record keyboard inputs in python. This program did not exactly have a “problem” to fix, but is versatile in its usage. I could see what I typed in a day for example. So I made this with that in mind, I always have a moment in a day where I forget what I was doing the last time I was on my computer, with this I could check it and force my brain to remember what last task I was working on, or find out what happened when my sister jumps on my computer while I’m gone. My use of algorithms was very simple, I only used it to append the logs for every 10th character typed or so. My objective with the program was to be able to easily read what was being pressed, that led to me removing the quotations because they make your eyes sore. The user does interact much with the program, mainly making the decision to start or end the program. I wanted it this way because I do not want to worry about messing up the extremely simple usage of the program. Unfortunately, this program is very limited. It can’t start recording until the UI window is closed, and does not have much fun or flair associated with it to keep me using it. I could possibly improve it by adding some way to pause recording or maybe adding more keys or phrases that would activate some type of special event.

PSUEDOCODE

Get: Pynput , tkinter

START:

SET: count 0 and keys

FUNCTION Record and write key press

Input Keys and count

PRINT key pressed

STORE chars

If reaches 10 chars or is 10

APPEND and WRITE file

END Function

FUNCTION: Write the file

OPEN log

FOR pressed key

If key is spacebar

PRINT new line

ELIF replace last key

FUNCTION: close program with Esc

If key pressed is Esc

Try

PRINT 1/0

EXCEPT

Raise runtime error

End function

GET window with Tk

Create Window

Create button

 Program button window parameters

Pack button and loop

End function replace last key

END function