

Home Assignment – Keylogging

To be submitted due to 14/3/2022

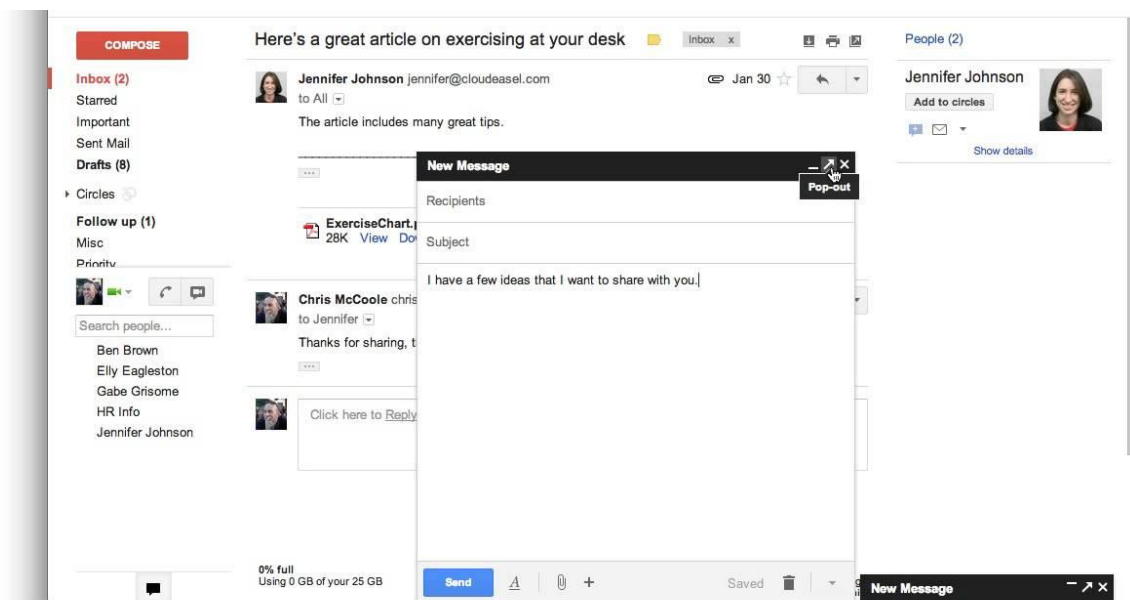
To be presented during lecture hours on 15/03/2022

Please fill in Google Sheets with the partner(s)' names till 6/03/2022

Can be performed in the teams of two or singles

What to submit: a full project of the code

Keystroke logging, often referred to as keylogging or keyboard capturing, is the action of recording (logging) the keys struck on a keyboard, typically covertly, so that the person using the keyboard is unaware that their actions are being monitored. Keylogging can also be used to study human–computer interaction.



You are to develop a program (in any programming language) that reads keystrokes from your keyboard and mouse. Catch the keystrokes and mouse movements from the file (program, script, ect.) you write and copy them to the created file. You can write the output to Console but using GUI will add extra points.

You are free to decide when you start and stop reading the keystrokes but must explain it in Help.txt file attached to the project.

Any additional security/attacking features will add extra points (must also be explained in Help.txt file). (Example – a way of sending it out 😊)

Please submit file into Moodle due to the given time.

Good Luck 😊