```javascript
let canvas; // Der Zeichenbereich
let world; // die HauptClass
let keyboard = new Keyboard(); // die Tastatur


function init() {
    canvas = document.getElementById('canvas');
    world = new World(canvas,keyboard);

}

window.addEventListener('keydown', (e) => {
    // console.log(e);
if (e.keyCode == 39 || e.keyCode == 68) {
    keyboard.RIGHT = true;
}
if (e.keyCode == 37|| e.keyCode == 65) {
    keyboard.LEFT = true;
}
if (e.keyCode == 38) {
    keyboard.UP = true;
}
if (e.keyCode == 40) {
    keyboard.DOWN = true;
}
if (e.keyCode == 32) {
    keyboard.JUMP = true;
}
})

window.addEventListener('keyup', (e) => {
    if (e.keyCode == 39 || e.keyCode == 68) {
            keyboard.RIGHT = false;
    }
    if (e.keyCode == 37|| e.keyCode == 65) {
            keyboard.LEFT = false;
    }
    if (e.keyCode == 38) {
            keyboard.UP = false;
    }
    if (e.keyCode == 40) {
            keyboard.DOWN = false;
    }
    if (e.keyCode == 32) {
            keyboard.JUMP = false;
    }

    })
```