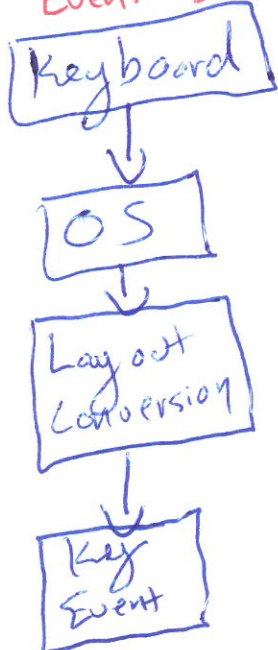# Keyboard Input

① Key Event
- char
- Bool Shift
- Bool Alt
- Bool Command
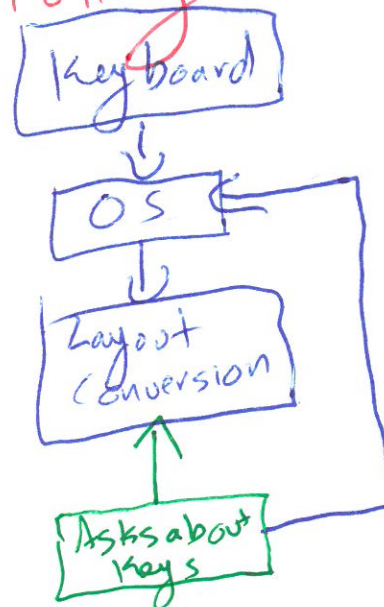
② Query the state of keys
```
if (keyCod.RightShift)
    console.log ...
```

Event Based

Keyboard → OS → Layout Conversion → Key Event

Polling

Keyboard → OS → Layout Conversion ← Asks about Keys

(OS loops back)

Event Based
↳ Updates happen off my game Loop.
↳ Problematic if you are in the middle of an update.

Polling
↳ we control when we get events.

Key Events	Repeated keys
↳ Key Down	↳ Key Down
↳ Key Up	↳ Key Down
↳ Key Press	↳ Key Press
	↳ Key Down
	↳ Key Press