Review: keyPress

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Java

New Direction

- Up to this point your work has been focused on displaying the words to by typed by the user.
- Now we are going to work on getting the user's input (their attempt at typing the answer)
- We are going to use the keyPress method to do this.
- Recall keyPress is a method that will run each time the user presses a single key
- The key pressed is stored in the variable s

    public void keyPress(String s)

Lab

-   Your program should display each keystroke from the user horizontally on the canvas
-   You can decide the spacing
-   This code will evolve into the input from the user for the typing game