
Module 13 XNA Text IO

Lecture XNA Keyboard Input

Module 13 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XNA Keyboard Input	Describe how to get and use keyboard input in XNA	Basic XNA Concepts
2: Understand	2	XNA Text Output	Describe how to output text in XNA	Basic XNA Concepts
3: Apply	3	XNA Text IO	Develop an XNA game that uses keyboard input and provides text output	Basic XNA Concepts

This is the final module! In this module, we'll learn how to do Text IO in XNA

In this lecture, we'll learn how to get and process keyboard input

In-Lecture Quiz

Using a keyboard for input in XNA is

- A: weird
 - B: better than using a dead mouse
 - C: better than a stick in the eye
 - D: better than an eye on a stick
-

In-Lecture Quiz

The `Keyboard` `GetState` method returns

- A: Alabama
 - B: bottles
 - C: the current state of the mouse
 - D: the current state of the keyboard
-

In-Lecture Quiz

To find out whether or not a particular key is currently pressed, we use

- A: `IsKeyUp`
 - B: `IsKeyDown`
 - C: `ToString`
 - D: monkey paste
-

- Recap

- We learned how to get and process keyboard input in an XNA game

- Next Time

- We'll learn how to display text in an XNA game
-