var position = 300;

var bananan = document.getElementById("bananan");

var teller = moveBananan +1;

console.log("teller");

var kong = document.getElementById("kong");

document.addEventListener('keypress', logKey);

kong.style.left = position + "px";

    function logKey(event) {

var x = event.which || event.keyCode;

if(x == 97) {

    stepsLeft();

}

if(x == 100) {

    stepsRight();

}

    var kongbox = getRectangle (kong);

    var banananbox = getRectangle (bananan);

if (kongbox.x + kongbox.width >= banananbox.x && kongbox.x <= banananbox.x + banananbox.width) {

          console.log ("Hmmm lekkere banaan");

          moveBananan();

    }

}

function stepsLeft() {

    console.log("left");

    position -= 10;

    kong.style.left = position + "px";

}

function stepsRight() {

    console.log("Right");

    position += 10;

    kong.style.left = position + "px";

}

function moveBananan() {

var bposition =  Math.floor((Math.random() \* 1120) + 1);

console.log(bposition);

bananan.style.left = bposition + "px";

}

function getRectangle(div) {

var rect = div.getBoundingClientRect();

x = rect.left;

y = rect.top;

w = rect.width;

h = rect.height;

return rect;

}