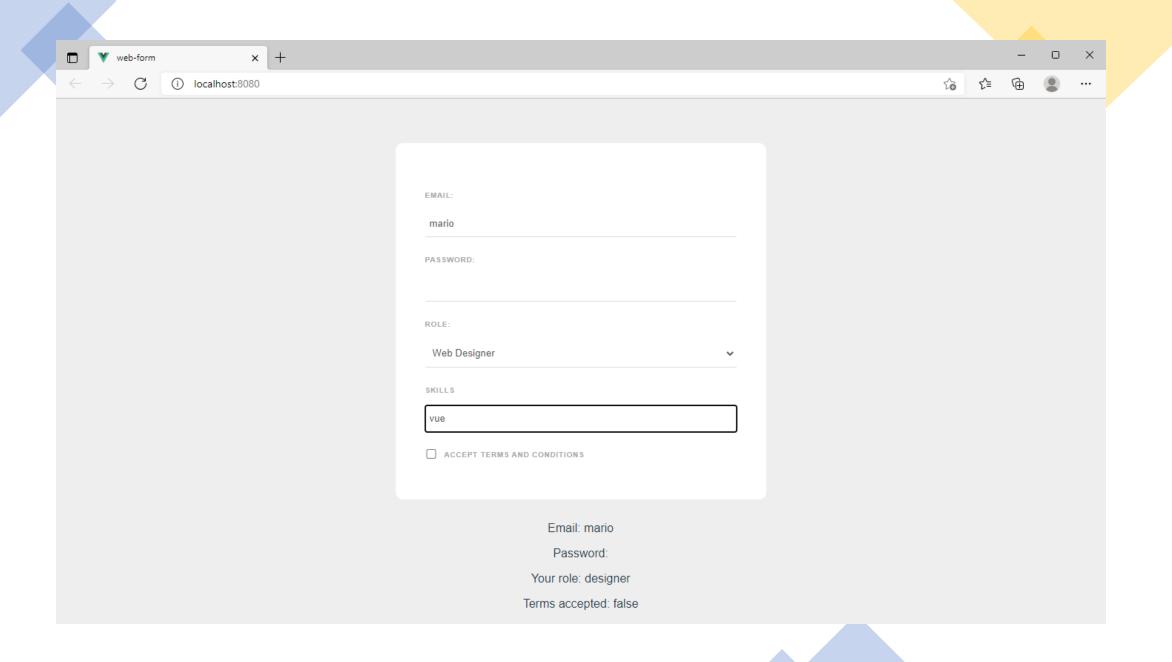
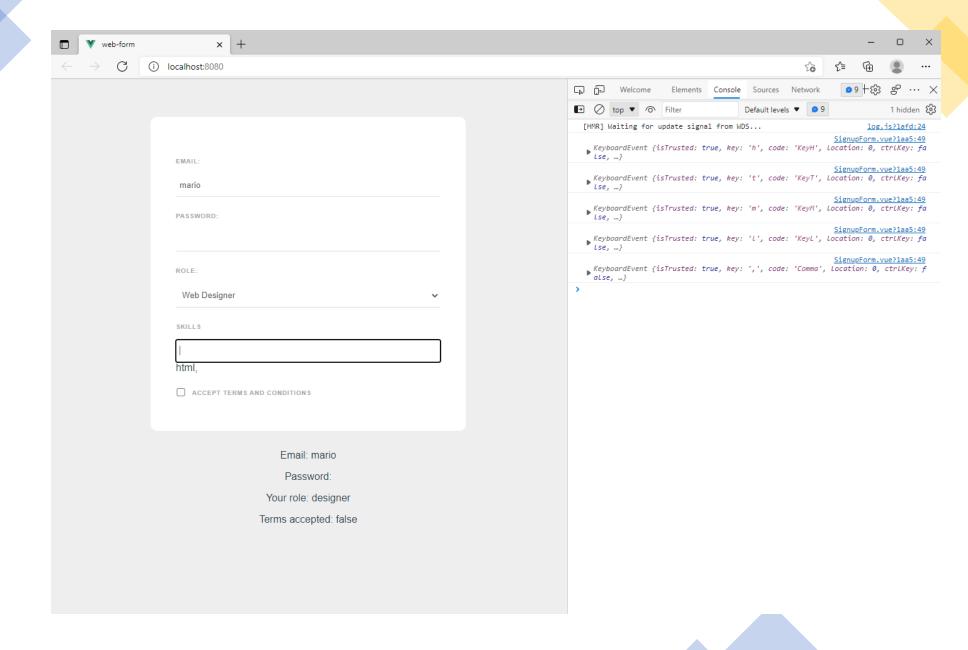
Keyboard Events

```
<template>
 <form>
   <label>Skills</label>
   <input type="text" v-model="tempSkill">
   <div class="terms">
     <input type="checkbox" v-model="terms" required>
     <label>Accept terms and conditions</label>
   </div>
 </form>
 Email: {{ email }}
 Password: {{ password }}
 Your role: {{ role }}
 Terms accepted: {{ terms }}
</template>
<script>
export default {
 data() {
   return {
       email: 'mario',
       password: '',
       role: 'designer',
       terms: false,
       tempSkill: '',
</script>
<style>
. . .
</style>
```

Add code



```
<template>
  <form>
    <label>Skills</label>
    <input type="text" v-model="tempSkill" @keyup="addSkill">
    <div v-for="skill in skills" :key="skill" class="pill">
    {{ skill }}
    </div>
                                                                                                                     Add
   <div class="terms">
                                                                                                                      code
     <input type="checkbox" v-model="terms" required>
     <label>Accept terms and conditions</label>
   </div>
  </form>
</template>
<script>
export default {
 data() {
   return {
       email: 'mario',
       password: '',
       role: 'designer',
       terms: false,
       tempSkill: '',
       skills: [],
  methods: {
   addSkill(e) {
     console.log(e)
     if(e.key === ',' && this.tempSkill) {
         this.skills.push(this.tempSkill)
       this.tempSkill = ''
</script>
<style>....</style>
```



```
<template>
 <form>
    <label>Skills (press alt + comma to add):</label>
   <input type="text" v-model="tempSkill" @keyup.alt ="addSkill">
   <div v-for="skill in skills" :key="skill" class="pill">
    {{ skill }}
   </div>
 </form>
</template>
<script>
export default {
 data() {
   return {
       email: 'mario',
       password: '',
       role: 'designer',
       terms: false,
       tempSkill: '',
       skills: [],
 },
 methods: {
   addSkill(e) {
     if(e.key === ',' && this.tempSkill) {
       if (!this.skills.includes(this.tempSkill)) {
         this.skills.push(this.tempSkill)
       this.tempSkill = ''
</script>
<style>...</style>
```

Add/modify code

