Using Keyboard Event Listeners to Check for Key Presses

http://developer.mozilla.org/en-US/docs/Web/Events

Find keyboard events and keypress events

http://developer.mozilla.org/en-US/docs/Web/Events/keypress

Code:

This code has functionality for both mouse click and keyboard

Index3.html:

```html
<!DOCTYPE html>
<html lang="en" dir="ltr">
  <head>
    <meta charset="utf-8">
    <title>Drum Kit Sounds</title>


    <link rel="stylesheet" href="styles3.css">
    <link href="https://fonts.googleapis.com/css2?family=Arvo" rel="stylesheet">
  </head>
  <body>
  <h1>Drum □ Kit</h1>
  <div class="Set">
    <button class="w drum">w</button>
    <button class="a drum">a</button>
    <button class="s drum">s</button>
    <button class="d drum">d</button>
    <button class="j drum">j</button>
    <button class="k drum">k</button>
    <button class="l drum">l</button>
  </div>
```

```html
<script src="index3.js" charset="utf-8"></script>


</body>
<footer class="footer">
  Made with ♥ in London.
</footer>
</html>
```

Index3.js:

```javascript
//Detecting Button Press
var noOfDrumButtons = document.querySelectorAll(".drum").length;
for (var i = 0; i < noOfDrumButtons; i++) {
  //W button
  document.querySelectorAll(".drum")[i].addEventListener("click", function() {


    var buttonInnerHTML = this.innerHTML;


    makeSound(buttonInnerHTML);


  });
}
//Let's add keyboard functionality
/*
document.addEventListener("keypress", function(){
  alert("Key was pressed");
});
*/
//Detecting Keyboard Press
```

```javascript
document.addEventListener("keypress", function(event){
//  alert("Key was pressed");
makeSound(event.key);
});


//Let's make sound
function makeSound(key){

  switch (key) {
    case "w":
      var audio = new Audio("sounds/dr-tom.mp3");
      audio.play();
      break;
    case "a":
      var crash = new Audio("sounds/crash.mp3");
      crash.play();
      break;
    case "s":
      var kick = new Audio("sounds/kick.mp3");
      kick.play();
      break;
    case "d":
      var audio = new Audio("sounds/smooth-beat.mp3");
      audio.play();
      break;
    case "j":
      var audio = new Audio("sounds/tom1.mp3");
      audio.play();
```

```
        break;
    case "k":
        var audio = new Audio("sounds/tom2.mp3");
        audio.play();
        break;
    case "l":
        var audio = new Audio("sounds/tom3.mp3");
        audio.play();
        break;
    default:
    console.log(buttonInnerHTML);
 }
}



/*
//For Single button
document.querySelector(".drum").addEventListener("click", handleClickW);  //On first button on web-page
function handleClickW(){
  var audio = new Audio('sounds/tom1.mp3');
  audio.play();
  this.style.color = 'white'; //Change color to white
}
*/
```

Styles3.css:

```
body{
  background-color:    #483D8B;
  text-align: center;
```

```css
  color: #fff;

  font-family: "swap", Arvo;

}
h1{

  text-align: center;

  /* color: #fff; */

  font-size: 5rem;

  padding-bottom: 5%;

}


.footer{

  padding-top: 7%;

}
.drum{

  padding: 2% 3%;

  margin: 1%;

  border-radius: 15%;

  border: solid 10px;

  border-color: #6A5ACD;

  font-size: 2rem;

  font-weight: bold;

  color: #C71585;

}
/*  Add background images to each button*/
.w{

  background-image: url('images/title.jpg');

}
.a{
```

```css
  background-image: url("images/kick-drum.png");

  background-size: contain;

}

.s{

  background-image: url('images/crash-drum.png');

  background-size: contain;

}

.d{

  background-image: url("images/music1.jpg");

  background-size: contain;

}

.j{

  background-image: url("images/music2.jpg");

  background-size: cover;

}

.k{

  background-image: url("images/music3.jpg");

  background-size: contain;

}

.l{

  background-image: url("images/music4.jpg");

  background-size: contain;

}
```