***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:**

<!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>

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

</body>

<footer class="footer">

Made with ❤️ in London.

</footer>

</html>

**Index3.js:**

//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

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;

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{

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;

}