What are the questions I ask myself when applying .addEventListener(``) to docuemnt to executed code when a key is pressed, And using if(){} to specify which one?

What’s the special text that allows me to set the pressing of the key as the expected action?

What’s the parameter that I want to set for the function? (The parameter makes it so that the user has to press a key for the code to be executed, Also stores the key that the user pressed)

What are the conditions that allow me to make sure that the parameter is the key that I want?

What are the conditions I want met before my code is executed?

What is the code that I want to be executed if the user pressed the right button and my conditions were met?

Note : In order for you to know the value of the key that you want the user to press, log

e.key

to the console when a key is pressed (e is the parameter I set), And then press the key that you want the user to press, Write down that value as the condition for the parameter when .key is applied to it. Example :

document.addEventListener(`keydown`, function (e){

console.log(e.key)

if(e.key === `Escape` && user\_number === 20){

console.log(`Correct Button and guess`)

}

}

}