KeyPressHomeScreen
- private int howManyKeys
- void generateKeySheetButton_Click(object sender, EventArgs e)
- void numericUpDown1_ValueChanged(object sender, EventArgs e)

EmptyKeySheetDisplay(int keyAmount)
- void generateMaping(int amt)
- void generateButtonList()
- void button_Click(object sender, EventArgs e)
- void EmptyKeySheetDisplay_Load(object sender, EventArgs e)
- void saveKeyPressesButton_Click(object sender, EventArgs e)
- Keys ReturnActualKey(int key)
- void SaveToFile()