import sys
import numpy as np
import matplotlib.pyplot as plt
from enum import Enum
import math
from leben import Leben, Move

class LebenGame():
def init(self):
self.leben = Leben()

```
def move(self, move):
    pass
```

def press(event):
print('press', event.key)
sys.stdout.flush()
if event.key == 'Up':
visible = xl.get_visible()
xl.set_visible(not visible)
fig.canvas.draw()
elif event.key == 'Down':
visible = xl.get_visible()
xl.set_visible(not visible)
fig.canvas.draw()

Fixing random state for reproducibility

np.random.seed(19680801)

fig, ax = plt.subplots()

fig.canvas.mpl_connect('key_press_event', press)

ax.plot(np.random.rand(12), np.random.rand(12), 'go')
xl = ax.set_xlabel('easy come, easy go')
ax.set_title('Press a key')
plt.show()