Keyboard

`Keyboard` module to control keyboard events.

Usage

The Keyboard module allows you to listen for native events and react to them, as well as make changes to the keyboard, like dismissing it.

Keyboard Example   ∧ **Expo**

```
import React, {useState, useEffect} from 'react';
import {Keyboard, Text, TextInput, StyleSheet, View} from
'react-native';

const Example = () => {
  const [keyboardStatus, setKeyboardStatus] = useState('');

  useEffect(() => {
    const showSubscription =
Keyboard.addListener('keyboardDidShow', () => {
      setKeyboardStatus('Keyboard Shown');
    });
    const hideSubscription =
Keyboard.addListener('keyboardDidHide', () => {
      setKeyboardStatus('Keyboard Hidden');
    });

    return () => {
      showSubscription.remove();
      hideSubscription.remove();
    };
  }, []);

  return (
    <View style={style.container}>
      <TextInput
```

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Reference

Methods

addListener()

```
static addListener: (
  eventType: KeyboardEventName,
  listener: KeyboardEventListener,
) => EmitterSubscription;
```

The `addListener` function connects a JavaScript function to an identified native keyboard notification event.

This function then returns the reference to the listener.

Parameters:

NAME	TYPE	DESCRIPTION
eventName `Required`	string	The string that identifies the event you're listening for. See the list below.
callback `Required`	function	The function to be called when the event fires

eventName

This can be any of the following:

- `keyboardWillShow`
- `keyboardDidShow`
- `keyboardWillHide`
- `keyboardDidHide`
- `keyboardWillChangeFrame`
- `keyboardDidChangeFrame`

> Note that only `keyboardDidShow` and `keyboardDidHide` events are available on Android.
> The events will not be fired when using Android 10 and under if your activity has

> `android:windowSoftInputMode` set to `adjustNothing`.

dismiss()

```
static dismiss();
```

Dismisses the active keyboard and removes focus.

scheduleLayoutAnimation

```
static scheduleLayoutAnimation(event: KeyboardEvent);
```

Useful for syncing TextInput (or other keyboard accessory view) size of position changes with keyboard movements.

isVisible()

```
static isVisible(): boolean;
```

Whether the keyboard is last known to be visible.

metrics()

```
static metrics(): KeyboardMetrics | undefined;
```

Return the metrics of the soft-keyboard if visible.

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