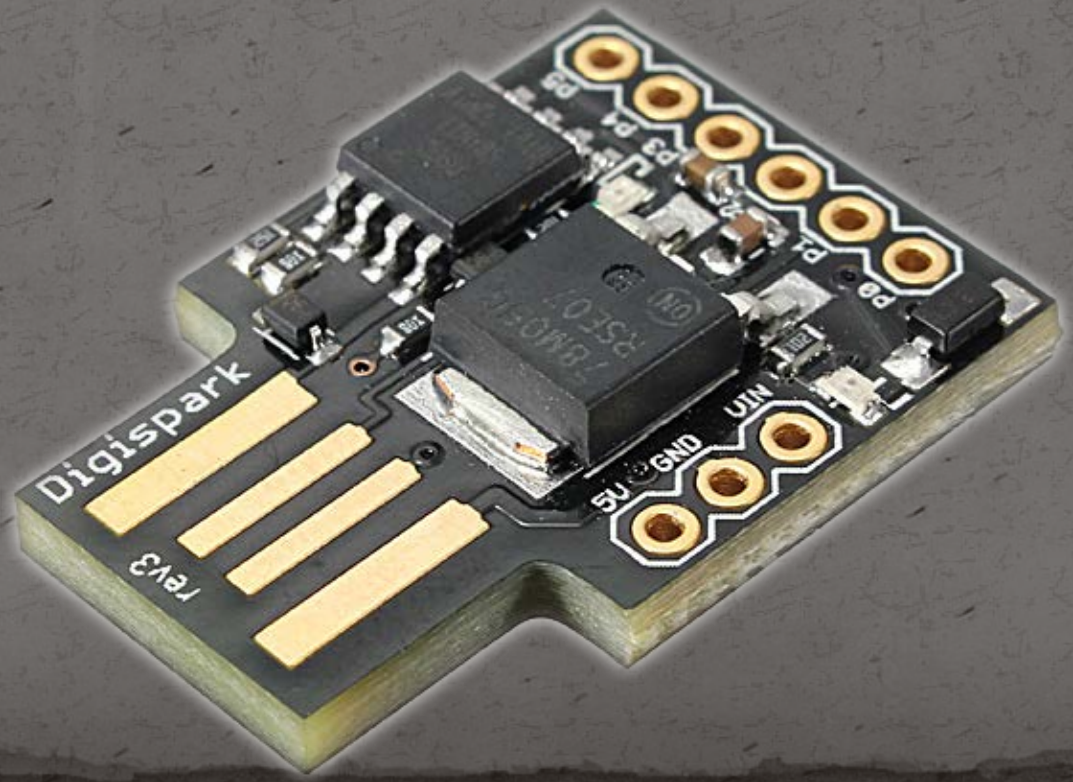
Hacking Windows 10 and Windows 7 Using DigiSpark



Introduction to DigiSpark Programming

We will make DigiSpark act like a keyboard.

Reference

- https://github.com/digistump/Digispark-Arduino-Integration/blob/master/libraries/Digispark-Keyboard/DigiKeyboard.h

```
#define MOD_CONTROL_LEFT
#define MOD_SHIFT_LEFT
#define MOD_ALT_LEFT
#define MOD_GUI_LEFT
#define MOD_CONTROL_RIGHT
#define MOD_SHIFT_RIGHT
#define MOD_ALT_RIGHT
#define MOD_GUI_RIGHT
```

```
#define KEY_A
#define KEY_B
#define KEY_C
#define KEY_D
#define KEY_E
#define KEY_F
#define KEY_G
#define KEY_H
#define KEY_I
#define KEY_J
```

```
#define KEY_K
#define KEY_L
#define KEY_M
#define KEY_N
#define KEY_O
#define KEY_P
#define KEY_Q
#define KEY_R
#define KEY_S
#define KEY_T
```

```
#define KEY_U
#define KEY_V
#define KEY_W
#define KEY_X
#define KEY_Y
#define KEY_Z
#define KEY_1
#define KEY_2
#define KEY_3
#define KEY_4

#define KEY_ARROW_LEFT
```

```
#define KEY_5
#define KEY_6
#define KEY_7
#define KEY_8
#define KEY_9
#define KEY_0

#define KEY_ENTER
#define KEY_SPACE
```

```
#define KEY_F1
#define KEY_F2
#define KEY_F3
#define KEY_F4
#define KEY_F5
#define KEY_F6
#define KEY_F7
#define KEY_F8
#define KEY_F9
#define KEY_F10
#define KEY_F11
#define KEY_F12
```

Basic Syntax DigiSpark

1. DigiKeyboard.delay(milliseconds);
2. DigiKeyboard.sendKeyStroke();
3. DigiKeyboard.println();
4. DigiKeyboard.print();