

keyCode

A `Number` system variable that contains the code of the last key typed.

All keys have a `keyCode`. For example, the `a` key has the `keyCode` 65. The `keyCode` variable is helpful for checking whether a special key has been typed. For example, the following conditional checks whether the enter key has been typed:

```
if (keyCode === 13) {
    // Code to run if the enter key was pressed.
}
```

The same code can be written more clearly using the system variable `ENTER` which has a value of 13:

```
if (keyCode === ENTER) {
    // Code to run if the enter key was pressed.
}
```

The system variables `BACKSPACE`, `DELETE`, `ENTER`, `RETURN`, `TAB`, `ESCAPE`, `SHIFT`, `CONTROL`, `OPTION`, `ALT`, `UP_ARROW`, `DOWN_ARROW`, `LEFT_ARROW`, and `RIGHT_ARROW` are all helpful shorthands the key codes of special keys. Key codes can be found on websites such as [keycode.info](#).

Examples

```
// Click on the canvas to begin detecting key presses.

function setup() {
    createCanvas(100, 100);

    describe(
        'A gray square. The last key pressed and its code are displayed at the center.'
    );
}

function draw() {
    background(200);

    // Style the text.
    textAlign(CENTER);
    textSize(16);

    // Display the last key pressed and its code.
    text(` ${key} : ${keyCode} `, 50, 50);
}
```

```
// Click on the canvas to begin detecting key presses.

let x = 50;
let y = 50;

function setup() {
    createCanvas(100, 100);

    background(200);

    describe(
        'A gray square with a black circle at its center. The circle moves when the user presses an arrow key. It leaves a trail as it moves.'
    );
}

function draw() {
    // Update x and y if an arrow key is pressed.
    if (keyIsPressed === true) {
        if (keyCode === UP_ARROW) {
            y -= 1;
        } else if (keyCode === DOWN_ARROW) {
            y += 1;
        } else if (keyCode === LEFT_ARROW) {
            x -= 1;
        } else if (keyCode === RIGHT_ARROW) {
            x += 1;
        }
    }
}
```

This page is generated from the comments in [src/events/keyboard.js](#). Please feel free to edit it and submit a pull request!

Related References

key
A String system variable that contains the value of the last key typed.

keyCode
A Number system variable that contains the code of the last key typed.

keyIsDown
Returns true if the key it's checking is pressed and false if not.

keyIsPressed
A Boolean system variable that's true if any key is currently pressed and false if not.

