

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

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// 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.
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