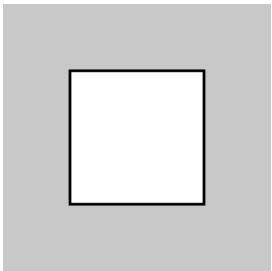


keyIsPressed

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

Examples



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

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

  describe(
    'A gray square with a white square at its center. The white square turns black when the user presses a key.'
  );
}

function draw() {
  background(200);

  // Style the square.
  if (keyIsPressed === true) {
    fill(0);
  } else {
    fill(255);
  }

  // Draw the square.
  square(25, 25, 50);
}
```



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

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

  describe(
    'A gray square with a white square at its center. The white square turns black when the user presses a key.'
  );
}

function draw() {
  background(200);

  // Style the square.
  if (keyIsPressed) {
    fill(0);
  } else {
    fill(255);
  }

  // Draw the square.
  square(25, 25, 50);
}
```



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

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

  describe(
    'A gray square with the word "false" at its center. The word switches to "true" when the user presses a key.'
  );
}

function draw() {
  background(200);

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

  // Display the value of keyIsPressed.
  text(keyIsPressed, 50, 50);
}
```

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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