**Added the code local variable to the validKeys method and also added an if statement to check if we are using a valid key before setting the keys array to a specific condition in the Keyboard class.**

**package** sonar.gamestates;

**import** java.awt.event.KeyAdapter;

**import** java.awt.event.KeyEvent;

**public** **class** Keyboard **extends** KeyAdapter

{

//Keyboard is what the user uses to navigate the gameworld.

**private** **boolean**[] keys = **new** **boolean**[120];

**public** **boolean** up, down, left, right;

**public** **boolean** start;

**public** **boolean** a, b;

Keyboard(GSM gsm){gsm.getGame().addKeyListener(**this**);}

**public** **void** update()

{

up = keys[KeyEvent.***VK\_UP***];

down = keys[KeyEvent.***VK\_DOWN***];

left = keys[KeyEvent.***VK\_LEFT***];

right = keys[KeyEvent.***VK\_RIGHT***];

start = keys[KeyEvent.***VK\_SPACE***];

a = keys[KeyEvent.***VK\_A***];

b = keys[KeyEvent.***VK\_S***];

**if**(up && down)

{

up = **false**;

down = **false**;

}

**if**(left && right)

{

left = **false**;

right = **false**;

}

}

**private** **void** validKeys(KeyEvent e, **boolean** condition)

{

**int** code = e.getKeyCode();

**if**(code == e.***VK\_UP*** || code == e.***VK\_DOWN*** || code == e.***VK\_LEFT*** || code == e.***VK\_RIGHT*** || code == e.***VK\_SPACE*** || code == e.***VK\_A*** || code == e.***VK\_S***) keys[code] = condition;

}

**public** **void** keyPressed(KeyEvent e)

{

keys[e.getKeyCode()] = **true**;

}

**public** **void** keyReleased(KeyEvent e)

{

keys[e.getKeyCode()] = **false**;

}

}