**Set up and down variables to the directional arrows up and down.**

**package** sonar.gamestates;

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

**public** **class** Keyboard

{

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

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

**private** **boolean** start, a, b;

**void** update()

{

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

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

}

}