**Added two if statements to prevent the player from moving in opposite directions at the same time.**

**package** sonar.gamestates;

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

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

{

**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***];

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)

{

}

**if**(left && right)

{

}

}

}