JavaScript Research

1.Keyboard Events

#method_one

```
var x = event.keyCode;
onkeypress="playPiano(event)" :

If keyCode=122, ("z"), play z-piano-music
If keyCode=120, ("x"), play x-piano-music
If keyCode=99, ("c"), play c-piano-music
If keyCode=118, ("v"), play v-piano-music
If keyCode=98, ("b"), play b-piano-music
If keyCode=110, ("n"), play n-piano-music


#method_two

var x = event.code;
onkeypress="playPiano(event)" :

If code=z, ("z"), play z-piano-music
If code=x, ("x"), play x-piano-music
If code=c, ("c"), play c-piano-music
If code=v, ("v"), play v-piano-music
If code=b, ("b"), play b-piano-music
If code=n, ("n"), play n-piano-music
```