```
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6  using System.Windows;
 7  using System.Windows.Controls;
 8  using System.Windows.Data;
 9  using System.Windows.Documents;
10  using System.Windows.Input;
11  using System.Windows.Media;
12  using System.Windows.Media.Imaging;
13  using System.Windows.Navigation;
14  using System.Windows.Shapes;
15
16  namespace DefindingKeysWithAnimationsN13._12._21
17  {
18      /// <summary>
19      /// Interaction logic for MainWindow.xaml
20      /// </summary>
21      public partial class MainWindow : Window
22      {
23          int xPosition = 0;
24          int yPosition = 0;
25          int x1Position = 0;
26          int y1Position = 0;
27          public MainWindow()
28          {
29              InitializeComponent();
30          }
31          private void pressedAnyKey(object sender, KeyEventArgs e)
32          {
33              if (Keyboard.IsKeyDown(Key.Enter))
34              {
35                  aTextBlock.Text = "<Enter> is pressed";
36
37              }
38              else if (Keyboard.IsKeyDown(Key.Down))
39              {
40                  xPosition++;
41                  aTextBlock.Text = "<Down_Arrow> is pressed";
42                  xPositionTB.Text = xPosition.ToString();
43                  Canvas.SetTop(button1, Canvas.GetTop(button1) + 1);
44              }
45              else if (Keyboard.IsKeyDown(Key.Up))
46              {
47                  xPosition--;
48                  aTextBlock.Text = "<Up_Arrow> is pressed";
49                  xPositionTB.Text = xPosition.ToString();
50                  if (Canvas.GetTop(button1) > 0) Canvas.SetTop(button1,
                      Canvas.GetTop(button1) - 1);
51
```

```
52              }
53              else if (Keyboard.IsKeyDown(Key.Right))
54              {
55                  yPosition++;
56                  aTextBlock.Text = "<Right_Arrow> is pressed";
57                  yPositionTB.Text = yPosition.ToString();
58                  Canvas.SetLeft(button1, Canvas.GetLeft(button1) + 1);
59              }
60              else if (Keyboard.IsKeyDown(Key.Left))
61              {
62                  yPosition--;
63                  aTextBlock.Text = "<Left_Arrow> is pressed";
64                  yPositionTB.Text = yPosition.ToString();
65                  if (Canvas.GetLeft(button1) > 0) Canvas.SetLeft(button1,     ⮡
                        Canvas.GetLeft(button1) - 1);
66              }
67              if (Keyboard.IsKeyDown(Key.Enter))
68              {
69                  bTextBlock.Text = "<Enter> is pressed";
70
71              }
72              else if (Keyboard.IsKeyDown(Key.S))
73              {
74                  y1Position--;
75                  bTextBlock.Text = "<S - Button_Keyboard> is pressed";
76                  wPositionTB.Text = y1Position.ToString();
77                  Canvas.SetTop(button1, Canvas.GetTop(button1) + 1);
78              }
79              else if (Keyboard.IsKeyDown(Key.W))
80              {
81                  y1Position++;
82                  bTextBlock.Text = "<W - Button_Keyboard> is pressed";
83                  wPositionTB.Text = y1Position.ToString();
84                  if (Canvas.GetTop(button1) > 0) Canvas.SetTop(button1,       ⮡
                        Canvas.GetTop(button1) - 1);
85              }
86              else if (Keyboard.IsKeyDown(Key.D))
87              {
88                  x1Position++;
89                  bTextBlock.Text = "<D - Button_Keyboard> is pressed";
90                  sPositionTB.Text = x1Position.ToString();
91                  Canvas.SetLeft(button1, Canvas.GetLeft(button1) + 1);
92              }
93              else if (Keyboard.IsKeyDown(Key.A))
94              {
95                  x1Position--;
96                  bTextBlock.Text = "<A - Button_Keyboard> is pressed";
97                  sPositionTB.Text = x1Position.ToString();
98                  if (Canvas.GetLeft(button1) > 0) Canvas.SetLeft(button1,     ⮡
                        Canvas.GetLeft(button1) - 1);
99              }
100             return;
```

```
101            }
102
103            private void Button_ClickInKeyboard(object sender, RoutedEventArgs e)
104            {
105
106            }
107
108        }
109    }
110
```