First Steps

❖ Try low-hanging fruit first.

❖ rewrite keying.rkt as PEG

Original Keying.rkt

```racket
#lang racket/gui
(provide keying)
(require "sv.rkt" "av.rkt" "move.rkt"
         "key-peg.rkt")

(define (keying w k)
  "( w k -- w) Process key events."

  (case k
    [(" " "\r") (sv w 'message #f)]

    [("m") (sv w 'map (not (av w 'map)))]

    [("8")  (writeln w) w]                    ; Write out current state.
    [("9")  (sv w 'dbg-trap (not (av w 'dbg-trap)))] ; Show traps.
    [("0") (sv w 'dbg-tile (not (av w 'dbg-tile)))] ; Tile identification mode.
    [("1") (sv w 'grid (not (av w 'grid)))]           ; Display tile grid overlay.
    [("2") (sv w 'debug (not (av w 'debug)))]        ; Display current state.

    [("right") (world-move w 1 0)]
    [("left")  (world-move w -1 0)]
    [("up")    (world-move w 0 -1)]
    [("down")  (world-move w 0 1)]

    [("wheel-up") (world-scroll w 1)]
    [("wheel-down") (world-scroll w -1)]

    [else w]
    )
  )
```