

```
void Keyboard::handleCmdKeyEvent(sf::Event& event) {  
    if (event.type == sf::Event::TextEntered) {  
        if (event.text.unicode < 128) { // get teh unicode characters up to 128  
            std::cout << std::hex << event.text.unicode << ' ' << '\n'; // print out the hex value  
            switch (event.text.unicode) {  
                case KEYS::ENTER:  
                    ctDeleted = ctEntered;  
                    ctEntered.clear();  
                    break;  
                case KEYS::BS:  
                    break;  
                default:  
                    ctEntered += static_cast<char>(event.text.unicode); // convert back into text to draw  
                    break;  
            }  
        }  
    }  
}
```