

```
// Keyboard constructor
Keyboard::Keyboard(sf::RenderWindow *win, Document *doc, sf::Vector2f bounds)
    : window{win}
    // when a value is passed in a parameter it is copied over which can be expensive
    // performance wise for larger data types and classes
    // so passing by pointer stops expensive copy constructor and gives us direct access
    // to that instance of the variable
{}
```