```
void Keyboard::handleKeyEvent(sf::Event &event) {
if (event.type == sf::Event::TextEntered) {
  if (event.text.unicode < 127) {</pre>
    std::cout << std::hex << event.text.unicode << ' ' << '\n'; // print the hex value of keys pressed</pre>
    switch (event.text.unicode) {
    case KEYS::ENTER:
       tEntered << "\n"; // when we press newline
       tEntered << static_cast<char>(event.text.unicode);
      break;
    case KEYS::BS:
      backSpace(); // backspace key
      break;
    case KEYS::CR: // when carrige return is entered we add newline
       tEntered << '\n';
      break;
    default:
       tEntered << static cast<char>(event.text.unicode); // convert into text to draw
      break:
```