

## 键盘事件:

keydown keyup keypress

触发顺序: down press up

几个重要的属性

keydown keyup keypress

keydown > keypress > keyup

keydown和keypress的区别

- ❖ keydown 可以响应任意键盘按键, keypress 只可以响应字符类键盘按键
- ❖ keypress 返回ASCII码, 可以转换成相应字符

在ASCII码中的字符, 叫做 字符类键盘按键

```
▶ KeyboardEvent {isTrusted: true, key: "1", code: "Digit1", location: 0, ctrlKey: false, ...}
▼ KeyboardEvent {isTrusted: true, key: "ArrowUp", code: "ArrowUp", location: 0, ctrlKey: false, ...} ⓘ
  altKey: false
  bubbles: true
  cancelBubble: false
  cancelable: true
  charCode: 0
  code: "ArrowUp"
  composed: true
  ctrlKey: false
  currentTarget: null
  defaultPrevented: false
  detail: 0
  eventPhase: 0
  isComposing: false
  isTrusted: true
  key: "ArrowUp"
  keyCode: 38
  location: 0
  metaKey: false
  ▶ path: (4) [body, html, document, Window]
  repeat: false
  returnValue: true
  shiftKey: false
  ▶ sourceCapabilities: InputDeviceCapabilities {firesTouchEvents: false}
  ▶ srcElement: body
  ▶ target: body
  timeStamp: 100121.04499999259
  type: "keydown"
  ▶ view: Window {parent: Window, postMessage: f, blur: f, focus: f, close: f, ...}
  which: 38
  ▶ __proto__: KeyboardEvent
>
⋮ Console
```

/渡一/第二遍学习成哥的js/事件/事件5.html

```
Elements Console Sources Network Performance Memory Application Security Audits
top Filter Default levels ▼
▼ KeyboardEvent {isTrusted: true, key: "u", code: "KeyU", location: 0, ctrlKey: false, ...} ⓘ
  altKey: false
  bubbles: true
  cancelBubble: false
  cancelable: true
  charCode: 0
  code: "KeyU"
  composed: true
  ctrlKey: false
  currentTarget: null
  defaultPrevented: false
  detail: 0
  eventPhase: 0
  isComposing: false
  isTrusted: true
  key: "u"
  keyCode: 85
  location: 0
  metaKey: false
  ▶ path: (4) [body, html, document, Window]
  repeat: false
  returnValue: true
  shiftKey: false
  ▶ sourceCapabilities: InputDeviceCapabilities {firesTouchEvents: false}
  ▶ srcElement: body
  ▶ target: body
  timeStamp: 142113.12499998894
  type: "keydown"
  ▶ view: Window {parent: Window, postMessage: f, blur: f, focus: f, close: f, ...}
  which: 85
  ▶ __proto__: KeyboardEvent
> u
```

```
document.onkeydown = function (e) {
```

```
console.log(e)
```

```
}
```

```
document.onkeypress = function (e) {
```

```
console.log(String.fromCharCode(e.charCode))
```

```
}
```