ADVANCED

Keypress Event

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

In Class 84, we learned to handle the Keypress Events and upload an image on the canvas dynamically.

In this project, we will focus on handling the key events and getting an ASCII value.

Story:

'Key and Mouse' is a keyboard and mouse servicing company. They need an application to detect if a keyboard is working. Let's create a 'Keypress Event' Web application for them.

In this project, the image will be uploaded on the canvas based on the key that is pressed. Here, the ASCII value is checked, and accordingly, the image is uploaded on the canvas.

*Click here to see the output video.

In this project, ASCII values have been categorized as follows:

ASCII Value	Category
(65-90) and (97-122)	Alphabet Key (A-Z and a-z)
(48-57)	Number Key (0-9)
(37-40)	Arrow Key (up/down/ left/right)
17/ 18/ 27	Special Key (ctrl/alt/esc)
Symbols, etc.	Other Key (enter/shift/del)

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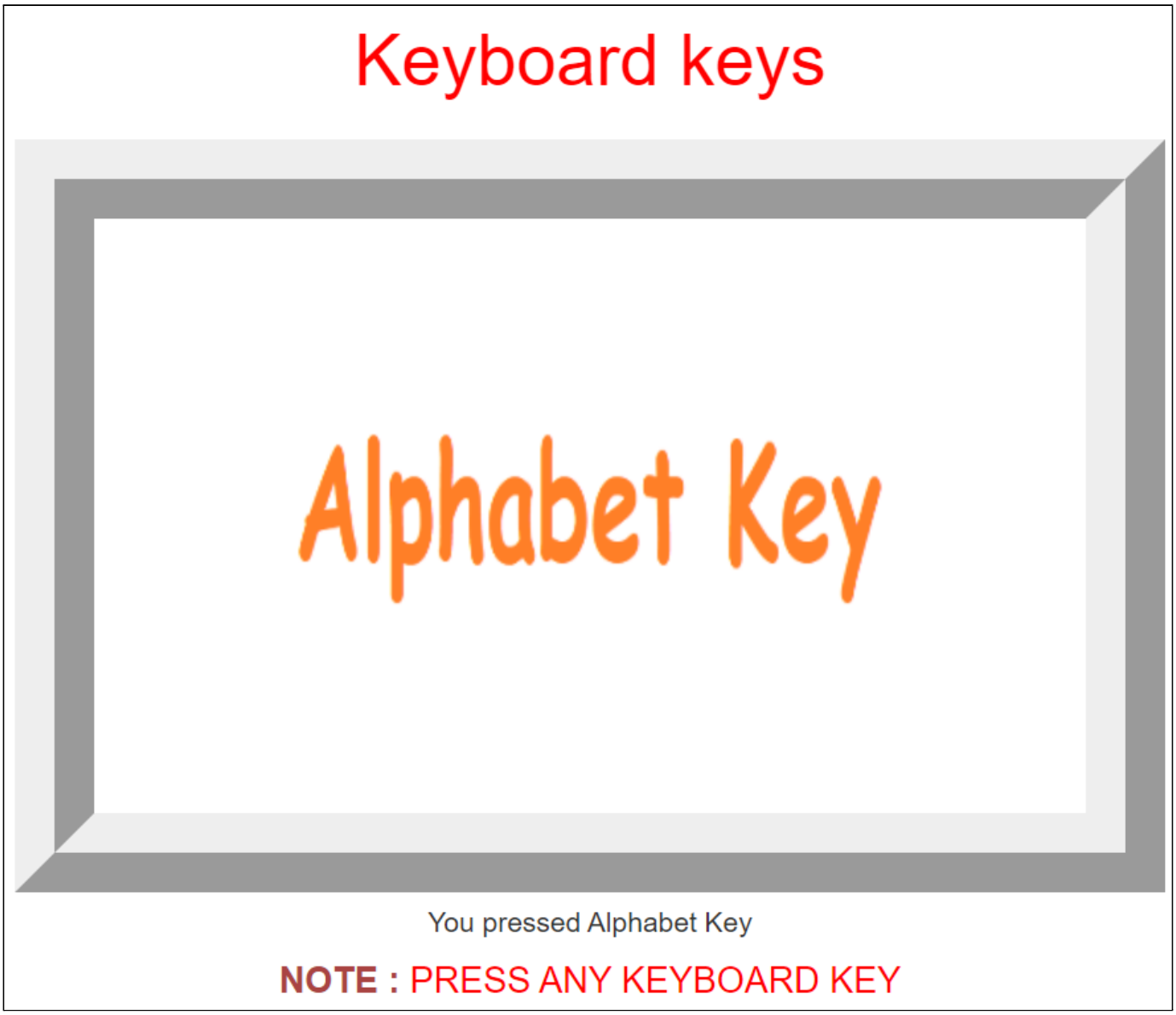

***This is just for your reference. We expect you to apply your own creativity to the project.**

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Getting Started:

1. Click on the Project Template.
2. **Unzip** the downloaded zipped Project Template folder.
3. Rename the unzipped folder as **Project 84**.
4. **Import** this folder into **VS Code**.
5. Start working on the **HTML** file.

Specific Tasks to Complete the Project:

1. You can take the **HTML** and **CSS** files from **Class 84**.
2. You can also try providing more functionality.
3. Create a canvas element in the **index.html**.

```
<canvas id="myCanvas" width="500" height="300">
</canvas>
```

4. Create a reference for the canvas in **main.js**.

```
canvas = document.getElementById('myCanvas');
ctx = canvas.getContext("2d");
```

5. Write a code to grab the key-pressed event.

```
window.addEventListener("keydown", my_keydown);
```

6. Define a '**my_keydown**' function and write a code to check the type of key that is pressed.

```
function my_keydown(e)
{
    keyPressed = e.keyCode;
    console.log(keyPressed);

        if((keyPressed >=97 && keyPressed<=122)|| (keyPressed >=65 && keyPressed<=90))
        {
            aplhabetkey();
            document.getElementById("d1").innerHTML="You pressed Alphabet Key";
            console.log("alphabet key");
        }
```

7. Create functions to handle every Keypress Event, and upload an appropriate image on the canvas.

```
function aplhabetkey()
{
        img_image="Alpkey.png";
    add();
}
```

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click on "**Go-Live**" once, to check if the project is working.
3. To host your code as a website, follow the instructions given in this document.
4. Once you have hosted the website, copy the **GitHub** link and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

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Hints:

Inside the '**my_keydown**' function, write the code to check all types of keys ('Alphabet', 'Number', 'Arrow', 'Special', and 'Other' keys) and show a corresponding image with the message.

REMEMBER! Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.

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