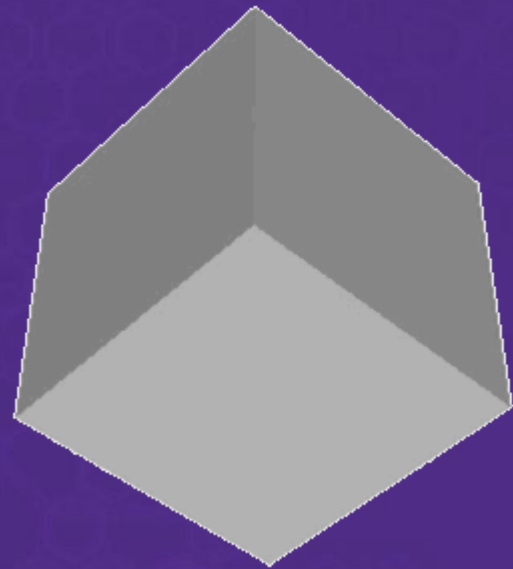


# Developing Graphics Frameworks with Java and OpenGL



Part 12: Keyboard Input

# Keyboard Input

- System monitors for input events (key down, key up); activates callback functions that store results (queues)
- Possible states:
  - **Down**: key down event occurred during previous frame
  - **Pressed**: key down event occurred, but not key up
  - **Up**: key up event occurred during previous frame
- **Input** class takes data from queues and updates lists that store names of keys in each state