

Keyboard::getMyKeyboardCode

```
graph LR; A[Keyboard::getMyKeyboardCode] --> B[getNumericAnswerFromPlayer]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box containing the text 'Keyboard::getMyKeyboardCode'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box with a black border. This white box contains the text 'getNumericAnswerFromPlayer'. Above the white box, a curved blue arrow starts from its left side and points back to its right side, indicating a self-loop or a recursive call within the 'getNumericAnswerFromPlayer' function.

getNumericAnswerFromPlayer