Dealing With the Keyboard

With our triangle drawn, our next job is to deal with the keyboard. This involves the following steps:

1. Listening for the events your keyboard fires
2. Inside the event handler, accessing the `KeyboardEvent`'s `keyCode` property.

Handling the cases when the **left, right, up,** and **down** arrow keys are pressed. There are several ways of doing this, but we are going to use a familiar (but less-than-ideal approach). Go ahead and add the following lines of code just above where you defined your `drawTriangle` function:

```
window.addEventListener("keydown", moveSomething, false);

function moveSomething(e) {
    switch(e.keyCode) {
        case 37:
            // left key pressed
            break;
        case 38:
            // up key pressed
            break;
        case 39:
            // right key pressed
            break;
        case 40:
            // down key pressed
            break;
    }
}
```

With the code we have just added, we first listen for a key press by listening for the **keydown** event. When that event gets overheard, we call the `moveSomething` event handler that deals with each arrow key press. It does this dealing by matching the `keyCode` property with the appropriate key value each arrow key is known by.