OnKeyPress Tutorial:

(Optional)Using keys on the keyUsing your keyboard keys to call functions.

JavaScript is designed to be interactive, meaning that it is designed so that users interact with the web page by clicking on buttons, running their mouse over and off of items, and even by pushing on keys on the keyboard. Each one of these actions is known as an event. If you've ever heard the term, "event driven", it means that the functions that are called in javaScript are a direct result of actions that the user took, like, for instance, typing on a key on the keyboard. Typing on the keyboard is considered an event in javaScript.

We've called javaScript functions using onClick, onMouseOver, onMouseOut, and even onLoad. If you'll remember, there were another set of other actions we could take that would result in calling a javaScript function. One is onKeyPress. onKeyPress calls a function when any key on your keyboard is pressed. For example:

<body **onKeyPress = "**myfunc**(event)">**

Now whenever any key is pressed on the keyboard, the function myfunc is called. The event is a parameter, and it is the key that was pressed on the keyboard.

event means the activity the user takes on the web page (like pressing a key), and this event – what the user did – must be passed into the function as a parameter.

So when we call a function using onKeyPress, you must call it with a parameter representing the event (as seen in the example in which onKeyPress calls myfunc(event) above).

The event inside the function becomes whatever you named your parameter. In the example below, I called the event parameter keys:

function myfunc(keys)

Now, inside the function, keys has associated with it a .keycode. Each key on your keyboard has a keycode associated with it. So the keycode tells the function which key you pressed.

E.g.,

```
<html><head>
<script>
function getarrows(keys)
{
        if (keys.keyCode == 39)
        {       document.getElementById("p1").innerHTML = "You pushed the right arrow"
        }
        else if (keys.keyCode == 37)
        {       document.getElementById("p1").innerHTML = "You pushed the left arrow"
        }
        else if (keys.keyCode == 38)
        {       document.getElementById("p1").innerHTML = "You pushed the up arrow"
        }
        else if (keys.keyCode == 40)
        {       document.getElementById("p1").innerHTML = "You pushed the down arrow"
```

```
        }
}
</script>
</head>
<body onkeypress = "getarrows(event)">
        <p id = "p1"> Which arrow did you push? </p>
</body>
</html>
```

Another example:

```
<html><head>
<script>
var opacity = .02
function changeopacity(currkey)
{       if (currkey.keyCode == 38)
        {       opacity += .03
                document.getElementById("zombie").style.opacity = opacity
        }
        else if (currkey.keyCode == 40)
        {       opacity -= .03
                document.getElementById("zombie").style.opacity = opacity
        }
}

</script>
</head>
<body onkeypress = "changeopacity(event)">
        <p><img src = "Images/Zombie.gif" id = "zombie"
            width= "150" height = "150" style = "opacity: .02;"></p>
</body>
</html>
```

Next Example:

```
var rightleft =0
\
function Movecar(direction)
{       if (direction.keyCode == 39)
        {       rightleft = rightleft + 10
                document.getElementById("car").style.left = rightleft + "px"
        }
        else if (direction.keyCode == 37)
        {
                rightleft = rightleft -10
                document.getElementById("car").style.left = rightleft + "px"
        }
}
</script>
</head>
<body onkeypress = "Movecar(event)"><p id = "tot">Score goes here<p>
<div id = "hi" style = "position: relative;">
```

```
    <img src = "car.png" id = "car" width = "150" height = "150" style = "position: absolute; top: 0px; left: 0px; ">
</div>
```

Other keycodes:

Key	Code
left arrow	37
up arrow	38
right arrow	39
down arrow	40
insert	45
delete	46
0	48
1	49
2	50
3	51
4	52
5	53
6	54
7	55
8	56
9	57
a	65
b	66
c	67
d	68
e	69
f	70
g	71
h	72

i	73
j	74
k	75
l	76
m	77
n	78
o	79
p	80
q	81
r	82
s	83
t	84
u	85
v	86
w	87
backspace	8
tab	9
enter	13
shift	16
ctrl	17
alt	18
pause/break	19
caps lock	20
escape	27
page up	33
page down	34
end	35
home	36
backspace	8

tab	9
enter	13
shift	16
ctrl	17
alt	18