

Entering_Text_Example

```
//Entering Text
```

```
//Mr. H.
```

```
String text = "";
```

```
void setup() {  
  size(600, 600);  
}
```

```
void draw() {  
  background(255);  
  textSize(24);  
  fill(0);  
  text("Type something and hit enter or delete.", 10, 40);  
  text(text, 10, 80);  
}
```

```
void keyPressed() {  
  if (keyCode != SHIFT && keyCode != DELETE && keyCode != BACKSPACE && keyCode !=  
CONTROL && keyCode != ALT) {  
    text = text + key;  
  }  
}
```