

## Move\_Monkey\_With\_Keystroke

//Example - Moving with Keyboard

//Mr. H.

**PI**image monkey;

**int** x = 300;

**int** y = 300;

**int** jumpDistance = 50;

**int** intNumber;

**void** **setup**()

{

**size**(600, 600);

  monkey = **loadImage**("monkey.jpeg");

  monkey.**resize**(100,100);

}

**void** **draw**()

{

**background**(255);

**fill**(255, 0, 0);

**image**(monkey,x, y);

  //outputs integer value of key released

**textSize**(16);

**fill**(0);

**text**("key pressed as a value of "+intNumber,10,20);

}

**void** **keyReleased**()

{

**int** k = **key**;

  intNumber = k;

  //moves horizontally

**if** (k == **&apos;a&apos;**;

  {

    x = x - jumpDistance;

  }

**if** (k == **&apos;d&apos;**;

  {

    x = x + jumpDistance;

  }

  //moves vertically

**if** (k == **&apos;w&apos;**;

  {

    y = y - jumpDistance;

```
}  
if (k == &apos;x&apos;)  
{  
    y = y + jumpDistance;  
}
```

```
//moves diagonally  
if (k == &apos;q&apos;)  
{  
    x = x - jumpDistance;  
    y = y - jumpDistance;  
}  
if (k == &apos;e&apos;)  
{  
    x = x + jumpDistance;  
    y = y - jumpDistance;  
}  
if (k == &apos;z&apos;)  
{  
    x = x - jumpDistance;  
    y = y + jumpDistance;  
}  
if (k == &apos;c&apos;)  
{  
    x = x + jumpDistance;  
    y = y + jumpDistance;  
}
```

```
//resets position  
if (k == &apos;r&apos;)  
{  
    x = 300;  
    y = 300;  
}  
}
```