Keyboard Hit?

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Keyboard Hit?

- In some situations, we want to read from the keyboard if it has been 'hit'
  - 'hit' means a key has been touched
    - No Enter required
  - We also don't want to stop the program while waiting for a 'hit'
    - scanf() holds up the program waiting for an input AND requires an Enter

  - There is a Windows specific solution for this
    - Not portable to non-Windows systems

Keyboard Hit?

- Use the following code to check if a keyboard key has been pressed, and if yes – grab the character
  - If no keyboard 'hit', the program continues
  - Requires "conio.h"

```cpp
// check for keyboard hit
if(_kbhit())
    the_char = _getch();
```

- _kbhit   keyboard hit
  - Returns false if nothing is in the keyboard buffer (no key hit)
  - Returns true if there is something in the keyboard buffer (a key has been pressed)
  - Remains true until the character is removed from the keyboard buffer
- _getch   get character
  - Returns the current (first) character from the keyboard buffer