X, F1, Z, Escape key from ConsoleKey

```
using System;
using System.Collections.Generic;

class MainClass
{
public static void Main()
{
ConsoleKeyInfo key;

List input = new List();

do{
key = Console.ReadKey(true);
if (key.Key == ConsoleKey.F1)
{
Console.WriteLine("F1");
}
if (key.Key == ConsoleKey.Backspace)
{
if (input.Count > 0)
{
input.RemoveAt(input.Count – 1);

Console.Write(key.KeyChar);
}
}else if (key.Key == ConsoleKey.Escape){
Console.Clear();
Console.WriteLine("Input: {0}

",new String(input.ToArray()));
input.Clear();
}else if (key.Key >= ConsoleKey.A && key.Key <= ConsoleKey.Z){
input.Add(key.KeyChar); Console.Write(key.KeyChar); } } while
```

```csharp
(key.Key != ConsoleKey.X || key.Modifiers != ConsoleModifiers.Alt); } }
```