

BUTTON

And now let's learn about how to use the button that's on the back of your engduino, you can basically implement the button to any of your project, so let's get started:

FUNCTIONS

1. Button pressed
2. Button was pressed

BUTTON PRESSED

This function tells the user if the button is currently pressed. It returns a Boolean value. It returns true if the button is pressed, false if it is not pressed. For example the program below has an if statement. It will execute if the button is pressed and the LED's colour will turn to red. If the button is released the if statement condition will become false so the LED's will turn off by setting the colour to black.

```
while (true) {  
  if (engduino → button pressed) {  
    engduino → set all LEDs(colors → red)  
  } else {  
    engduino → set all LEDs(colors → black)  
  }  
}
```

BUTTON WAS PRESSED

This function tells the user if the button was pressed. It returns a Boolean value. For example in the program below if the button is pressed then the LED's will turn to red and won't turn off like the button pressed function.

```
while (true) {  
  if (engduino → button was pressed) {  
    engduino → set all LEDs(colors → red)  
  }  
}
```

Exercises

1. Make the Engduino to change the colour when the button is pressed twice
2. Make the Engduino to set a colour if the button is pressed