```
package gettingstarted2;
import com.phidget22.DigitalInput;
import com.phidget22.DigitalOutput;
public class usebuttonsandleds {

  //Handle Exceptions | Exceptions will happen in your code from time to time. These are caused by unexpected things happening. Make sure you've added "throws Exception" to your main method.
  public static void main(String[] args) throws Exception{

    //Create | Create objects for your buttons and LEDs.
    DigitalInput redButton = new DigitalInput();
    DigitalOutput redLED = new DigitalOutput();
    DigitalInput greenButton = new DigitalInput();
    DigitalOutput greenLED = new DigitalOutput();
    int buttoncount = 0;
    //Address | Address your four objects which lets your program know where to find them.
    redButton.setHubPort(0);
    redButton.setIsHubPortDevice(true);
    redLED.setHubPort(1);
    redLED.setIsHubPortDevice(true);
    greenButton.setHubPort(5);
    greenButton.setIsHubPortDevice(true);
    greenLED.setHubPort(4);
    greenLED.setIsHubPortDevice(true);

    //Open | Connect your program to your physical devices.
    redButton.open(1000);
    redLED.open(1000);
    greenButton.open(1000);
    greenLED.open(1000);

    //Use your Phidgets | This code will turn on the LED when the matching button is pressed and turns off the LED when the matching button is released. The sleep function slows down the loop so the button state is only checked every 150ms.
    while(true){

      if( greenButton.getState()){
        redLED.setState(false);
      } else {
        redLED.setState(true);
      }

      if(redButton.getState()){
        greenLED.setState(false);
      } else {
        greenLED.setState(true);
      }
      if(greenButton.getState()) {
         buttoncount++;
```

```
            System.out.println("Button has been pressed: " + buttoncount++ + " many times");
        }
        Thread.sleep(150);
        if(redButton.getState()) {
                buttoncount++;
                System.out.println("Button has been pressed: " + buttoncount++ + " times");
         }
         Thread.sleep(150);

    }
 }
}
```

In this code I used most of what the application gave us, I created a variable which will store the amount of button counts and then in my if statement I have a green button get state which will check whether the button has been pressed properly in our case when the green button is pressed the red LED is turned off and when the red button is pressed the green led turns off the system will print out how many times the button has been pressed