#include "mbed.h"

#include "TextLCD.h"

TextLCD lcd(D8, D9, D4, D5, D6, D7, TextLCD::LCD16x2); // rs, e, d4-d7

#define BUTTON\_PIN USER\_BUTTON  // Replace with the actual pin if needed

DigitalIn button1(D1);

DigitalIn button2(D2);

void printMessage(const char \*message) {

    lcd.cls();          // Clear LCD

    lcd.locate(0, 1);

    lcd.printf("%s", message);

}

void Welldone() {

    // Define a smiley face as character #1

    char smileyFaceChar[8] = {0x00, 0x00, 0x0A, 0x00, 0x11, 0x0E, 0x00, 0x00};

    int index = 1;

    lcd.writeCustomCharacter(smileyFaceChar, 1);

    lcd.cls();

    lcd.locate(0, 1);

    lcd.printf("Well done");

    lcd.locate(14,1);

    lcd.printf("%c", (char)1);

    thread\_sleep\_for(1000);

    };

void Wrong() {

    char SadFaceChar[8] = {0x00, 0x00, 0x0A, 0x00, 0x0E, 0x11, 0x00, 0x00};

    int index = 2;

    lcd.writeCustomCharacter(SadFaceChar, 2);

    lcd.cls();

    lcd.locate(0, 1);

    lcd.printf("Wrong");

    lcd.locate(14,1);

    lcd.printf("%c", (char)2);

    thread\_sleep\_for(1000);

    };

int main() {

    lcd.cls();

    lcd.locate(0, 0);

    lcd.printf("Press left");

    button1.mode(PullUp);

    button2.mode(PullUp);

    while(true)

    {

        if(button1==0){

        printMessage("Aaannnddd");

        thread\_sleep\_for(1000);

        lcd.cls();

        Welldone();

        }

        if(button2==0){

        printMessage("Aaannnddd");

        thread\_sleep\_for(1000);

        lcd.cls();

        Wrong();

        }

    }

}