ReflectionLog: Read Button

Youdis

```
//Add Phidgets Library
import com.phidget22.*;
public class ReadButton {
    //Handle Exceptions
    public static void main(String[] args) throws Exception{
        Boolean buttonPressed = true;
        //Create
        DigitalInput greenButton = new DigitalInput();
        //Address
        greenButton.setHubPort(5);
        greenButton.setIsHubPortDevice(true);

        //Open
        greenButton.open(1000);

        //Use your Phidgets
```

Changed all variables that were about the red button to the green button and also changed the address that the setHubPort was to so it would track the actions of the green button instead of the red one. Also created a debounce variable for a later section.

```
        //Use your Phidgets
        while(true){
            if(greenButton.getState() && !buttonPressed) {
                System.out.println("Button State: " + greenButton.getState());
                buttonPressed = true;
            }
            else if(!greenButton.getState() && buttonPressed) {
                System.out.println("Button State: " + greenButton.getState());
                buttonPressed = false;
            }
            Thread.sleep(100);
        }
    }
}
```

While loop that will loop through an if statement. If the green button is pressed and the debounce variable is false then it will print the state of the button(which is true when pressed).It will then make the debounce variable equal true so the condition won't be met repeatedly and it's state won't be printed multiple times when just being held down. If the first if statement condition isn't met then it will go to the second one which is if the green button isn't being pressed and the button press variable is true. If this condition is true then it will print the button's condition(which is false since the button isn't being pressed) and will change the button pressed variable to false so it won't repeatedly print the false statement and let the other condition be met in another iteration of the loop.