USE BUTTON AND LED REFLECTION LOG

```java
//Add Phidgets Library | You added a file called phidget22 when con
import com.phidget22.*;

public class UsingButtonandLED {
  //Handle Exceptions | Exceptions will happen in your code from ti
  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();

      //Address | Address your four objects which lets your program
      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);


      int buttonsPressed = 0;
      //Use your Phidgets | This code will turn on the LED when the
      while(true){
```

```java
  int buttonsPressed = 0;
  //Use your Phidgets | This code will turn on the LED when the matching button is presse
  while(true){



      if ( greenButton.getState())
      {
          buttonsPressed += 1;
          System.out.println("The buttons were pressed: " + buttonsPressed + " times.");
      }
      if ( redButton.getState())
      {
          buttonsPressed += 1;
          System.out.println("The button were pressed: " + buttonsPressed + " times.");
      }

      if( redButton.getState()){
          greenLED.setState(false);
      } else {
          greenLED.setState(true);
      }

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

      Thread.sleep(150);
```

The code I have altered uses the green button to turn on the light for the red, and the red button to turn on the light for the green side. Along with this, I have created a variable used to keep track of the button presses which is initially set to zero. Every time the button state becomes true of either the red or green button, the program adds 1 to the variable buttons pressed. The program prints out how many times the buttons were pressed each time a new button is pressed.