TUG OF WAR REFLECTIONLOG

```java
import com.phidget22.DigitalInput;
import com.phidget22.DigitalOutput;

public class TugOfWar {
      public static void main(String[] args) throws Exception{


            DigitalInput redButtons = new DigitalInput();
            DigitalOutput redLEDs = new DigitalOutput();
            DigitalInput greenButtons = new DigitalInput();
            DigitalOutput greenLEDs = new DigitalOutput();

            redButtons.setHubPort(0);
            redButtons.setIsHubPortDevice(true);
            redLEDs.setHubPort(1);
            redLEDs.setIsHubPortDevice(true);
            greenButtons.setHubPort(5);
            greenButtons.setIsHubPortDevice(true);
            greenLEDs.setHubPort(4);
            greenLEDs.setIsHubPortDevice(true);


            redButtons.open(1000);
            redLEDs.open(1000);
            greenButtons.open(1000);
            greenLEDs.open(1000);

            int redCounted = 0, greenCounted = 0;

            while (greenCounted < 10 && redCounted <10) {
                if (redButtons.getState()) {
                    redCounted++;
                    Thread.sleep(150);
                }
                if (greenButtons.getState()) {
                    greenCounted++;
                    Thread.sleep(150);
                }

            }
```

```
            if (greenButtons.getState()) {
                greenCounted++;
                Thread.sleep(150);
            }

        }


        if (greenCounted >= 10 || redCounted >=10) {
            redLEDs.setState(true);
            greenLEDs.setState(true);
            Thread.sleep(400);
            redLEDs.setState(false);
            greenLEDs.setState(false);
            Thread.sleep(400);
        }

        if (redCounted >= 10) {
            for (int i = 0; i < 5; i++) {
                redLEDs.setState(true);
                Thread.sleep(300);
                redLEDs.setState(false);
                Thread.sleep(300);
            }
        }
        if (greenCounted >= 10) {

            for (int i = 0; i < 5; i++) {
                greenLEDs.setState(true);
                Thread.sleep(300);
                greenLEDs.setState(false);
                Thread.sleep(300);
            }
        }

    }
```

I've copy-pasted code from the other lessons to start this practice to import all the code needed and create the objects necessary to allow me to interact with the LED. Then I created 2 variables, one for every time the red button is pressed, and one for every time the green button is pressed. The Program once started counts how many times each button is pressed by adding to the two variables when the button associated with each color is pressed. The while loop checks for the number of times the green/red buttons are pressed until either of them is pressed 10 or more times. Once they are the program no longer looks for input, and on the side of the winner, the LED will blink 3 times after waiting a few seconds. E.g. if the red button was pressed 10 or more times first, then the LED will blink red 3 times to indicate the winner.