

```
1 #ifndef _BUTTON_
2 #define _BUTTON_
3 #include "main.h"
4
5
6 //structure to store button state and count
7 struct But {
8     bool state;
9     int count;
10 };
11
12 //class to handle all controller buttons
13 class Button {
14 private:
15     std::unordered_map<okapi::ControllerDigital, But> buttons;
16 public:
17     Button();
18     okapi::ControllerDigital buttonList[9] =
19     {okapi::ControllerDigital::L1,okapi::ControllerDigital::A, okapi::ControllerDigital::X,
20     okapi::ControllerDigital::right, okapi::ControllerDigital::R1, okapi::ControllerDigital::L2,
21     okapi::ControllerDigital::R2, okapi::ControllerDigital::B, okapi::ControllerDigital::left};
22     void handleButtons(okapi::Controller controller);
23     int getCount(okapi::ControllerDigital id);
24     bool getPressed(okapi::ControllerDigital id);
25     void init();
26 };
27
28 #endif
```