

```

1 #include "button.h"
2
3 Button::Button() {
4     But but;
5     for(okapi::ControllerDigital x : buttonList) {
6         but = {false, 0};
7         std::pair<okapi::ControllerDigital , But> myBut (x,but);
8         buttons.insert(myBut);
9     }
10 }
11
12 //handle button counts and states
13 void Button::handleButtons(Controller controller) {
14     for (auto& [key, value]: buttons) {
15         if(controller.getDigital(key) && !value.state) {
16             value.state = true;
17             value.count++;
18         }
19         else if(!controller.getDigital(key) && value.state) {
20             value.state = false;
21         }
22     }
23 }
24
25 //return counts
26 int Button::getCount(okapi::ControllerDigital id) {
27     return buttons[id].count;
28 }
29
30 //return states
31 bool Button::getPressed(okapi::ControllerDigital id) {
32     return buttons[id].state;
33 }

```