

```

1 #include "pneumatics.h"
2
3 //constructor
4 Pneumatics::Pneumatics(uint8_t port) : piston(port) {
5     // turnOff();
6 }
7
8 //handle function for buttons
9 void Pneumatics::handle(int count) {
10     if(count%2 == 0 && count!= prevCount) {
11         turnOn();
12     }
13     if(count%2 == 1 && count!= prevCount) {
14         turnOff();
15     }
16 }
17
18
19 //actuates pneums down
20 void Pneumatics::turnOn() {
21     printf("pleaseturnon");
22     piston.set_value(4095);
23     state = true;
24 }
25
26 //actuates pneums up
27 void Pneumatics::turnOff() {
28     printf("isthisrunning\n");
29     piston.set_value(0);
30     printf("off\n");
31     state = false;
32 }
33
34 //testing function
35 void Pneumatics::onThenOff(int delay) {
36     turnOn();
37     pros::delay(1000);
38     printf("hi");
39     turnOff();
40 }
41
42 void Pneumatics::offThenOn(uint32_t delay) {
43     turnOff();
44     pros::delay(delay);
45     turnOn();
46 }

```