

```
// constants won't change. They're used here to set pin numbers: const int buttonPin1 =  
23; // the number of the pushbutton pin const int buttonPin2 = 24; const int ledPin1 =  
2; // the number of the LED pin
```

```
// variables will change: int buttonState1 = 0; // variable for reading the pushbutton  
status int buttonState2 = 0;
```

```
void setup() { pinMode(ledPin1, OUTPUT); pinMode(buttonPin1, INPUT);  
pinMode(buttonPin2, INPUT); }
```

```
void loop() { buttonState1 = digitalRead(buttonPin1); buttonState2 =  
digitalRead(buttonPin2);
```

```
if ((buttonState1 == HIGH) && (buttonState2 == LOW)) { digitalWrite(ledPin1, HIGH); }  
if ((buttonState1 == LOW) && (buttonState2 == HIGH)) { digitalWrite(ledPin1, HIGH); }  
else { digitalWrite(ledPin1, LOW); } }
```