```c
#define btn_left 15
#define btn_right 18
#define btn_jump 13


int flag_btn_left = 0;
int flag_btn_right = 0;
int flag_btn_jump = 0;


void setup() {
  // put your setup code here, to run once:
  pinMode(btn_left, INPUT_PULLUP);
  pinMode(btn_right, INPUT_PULLUP);
  pinMode(btn_jump, INPUT_PULLUP);

  Serial.begin(115200);
}

void loop() {
  // put your main code here, to run repeatedly:

  if (deBounce(flag_btn_left, btn_left) == LOW) {
    Serial.write("ESQUERDA 1\n");
    flag_btn_left = 1;
  }

  if (deBounce(flag_btn_left, btn_left) == HIGH) {
    if (flag_btn_left == 1) {
      Serial.write("Solto 1\n");
    }
    flag_btn_left = 0;
  }


//----------------------------------------------------------------------
---------
```

```cpp
  if (deBounce(flag_btn_right, btn_right) == LOW) {
    Serial.write("DIREITA 2\n");
    flag_btn_right = 1;
  }


  if (deBounce(flag_btn_right, btn_right) == HIGH) {
    if (flag_btn_right == 1) {
      Serial.write("Solto 2\n");
    }
    flag_btn_right = 0;
  }



//-------------------------------------------------------------------
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  if (deBounce(flag_btn_jump, btn_jump) == HIGH) {
    if (flag_btn_jump == 1) {
      Serial.write("Soltei 3\n");
    }

    flag_btn_jump = 0;
  }

  if (flag_btn_jump == 0 && deBounce(flag_btn_jump, btn_jump) == LOW) {
    Serial.write("PULA 3\n");
    flag_btn_jump = 1;
  }
}

int deBounce(int estado, int pino) {
  int estadoAtual = digitalRead(pino);

  if (estado != estadoAtual) {
    delay(5);
    estadoAtual = digitalRead(pino);
```

```
    }
    return estadoAtual;
}
```