```c
/* Lab 4 Wrapper Program */

#include <stdio.h>
#include <math.h>

#define TRUE 1

/* Put your function prototypes here */

int main(void) {
    int a, b, x, y, joystick, buttonsPressed;

    while (TRUE) {
        scanf("%d, %d, %d, %d, %d,", &a, &y, &x, &b, &joystick);
        buttonsPressed = (a + b + x + y + joystick);
        printf("%d buttons are being pressed\n", buttonsPressed);
        fflush(stdout);
    }

    return 0;
}

/* Put your functions here */
```