#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;

}

//---------------------------------------------------------------------------------

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;

}

//-------------------------------------------------------------------------

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;

}