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// joystick.cpp: Source file that makes joystick stuff easier
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#include "../include/joystick.hpp"

namespace joystick {
    int analog(Channel channel) {
        return joystickGetAnalog(1, channel);
    }

    bool digital(Group group, Button button) {
        return joystickGetDigital(1, group, button);
    }
} // namespace joystick

```