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// joystick.hpp: Makes joystick stuff easier
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//
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#ifdef JOYSTICK_H
#define JOYSTICK_H
#include "../include/API.h"

/** The joystick class */
namespace joystick {
    /** A group of buttons on the joystick */
    typedef unsigned char Group;

    /** An analog channel on the joystick */
    typedef unsigned char Channel;

    /** A set of buttons within a group */
    typedef enum {
        Up    = JOY_UP,
        Down  = JOY_DOWN,
        Left  = JOY_LEFT,
        Right = JOY_RIGHT,
    } Button;

    /** Get the analog value of the specified channel */
    int analog(Channel channel);

    /** Returns whether or not a button in a group is pressed */
    bool digital(Group group, Button button);
}; // namespace joystick

#endif /* end of include guard: JOYSTICK_H */

```