

- ButtonState buttonState unsigned long lastButton
- **Press** - int pressCount
- unsigned long lastTurnTime
- int speed
- static const unsigned long DOUBLE PRESS INTERVAL
- static const unsigned long LONG PRESS INTERVAL
- + Encoder(int encCLK, int encDT, int encButton)
- + void begin()
- + Direction readEncoder()
- + ButtonState readButton() + int handleEncoderDirection
- (int currentValue, int maxValue, Direction direction)
- + bool isButtonLongPressed()
- + bool isButtonDoublePressed() + bool isButtonSinglePressed()
- + int readSpeed()