## Mode + virtual void handleSingle Press()=0+ virtual void handleDouble Press()=0+ virtual void handleLongPress()=0 + virtual void handlePress Released()=0+ virtual void handleSelection States()=0 virtual void handleReset SinglePress()=0 virtual void handleReset DoublePress()=0+ virtual void handleReset LongPress()=0 + virtual void handleReset PressReleased()=0+ virtual void setup()=0 + virtual void teardown()=0 + virtual void update()=0 Mode2 LEDController & ledController InputHandler & inputHandler Encoder & encoder ResetButton & resetButton Gates & gates MIDIHandler & midiHandler bool doublePressHandled bool isInSelection bool singlePressHandled int numLeds + Mode2(Encoder &encoder. InputHandler & inputHandler, Gates &gates, LEDController &ledController, MIDIHandler &midiHandler, ResetButton &resetButton) + void handleSinglePress () override + void handleDoublePress () override + void handleLongPress () override void handlePressReleased () override void handleSelectionStates () override + void handleResetSinglePress () override + void handleResetDoublePress () override

+ void handleResetLongPress

+ void setup() override
+ void teardown() override
+ void update() override
- void handleEncoder()
- void handleButton(Encoder
::ButtonState buttonState)

+ void handleResetPressReleased

() override

() override