

```
// C++ code
```

```
#define CTRL1      3
#define IN1_1      2
#define IN1_2      4
#define CTRL2      6
#define IN2_1      5
#define IN2_2      7
#define TRA1       9
#define TRA2      10
```

```
#define POT        A0
#define LEFT       8
#define RIGHT      11
#define INV        12
#define BRAKE      13
```

```
class Btn {
```

```
private:
```

```
    int pin;
    bool state;
    bool clicked;
    bool not_clicked;
```

```
public:
```

```
Btn(int pinNum){
    pin = pinNum;
    state = false;
    clicked = false;
    pinMode(pinNum, INPUT);
};
```

```
void checkPress(){
    bool buttonState = digitalRead(pin);
    if (buttonState == HIGH) {
        if (!clicked) {
            state = !state;
        }
        clicked = true;
    } else {
        clicked = false;
    }
};
```

```

    bool getState(){
        return state;
    };
};
int Btn::num_btn = 0;

void setup()
{
    Serial.begin(9600);
    pinMode(CTRL1, OUTPUT);
    pinMode(IN1_1, OUTPUT);
    pinMode(IN1_2, OUTPUT);
    pinMode(CTRL2, OUTPUT);
    pinMode(IN2_1, OUTPUT);
    pinMode(IN2_2, OUTPUT);
    pinMode(TRA1, OUTPUT);
    pinMode(TRA2, OUTPUT);
    pinMode(POT, INPUT);
    pinMode(LEFT, INPUT);
    pinMode(RIGHT, INPUT);
    pinMode(BRAKE, INPUT);
    analogWrite(CTRL1,0);
    digitalWrite(IN1_1,0);
    digitalWrite(IN1_2,0);
    analogWrite(CTRL2,0);
    digitalWrite(IN2_1,0);
    digitalWrite(IN2_2,0);
}

Btn btn_inv(INV);

void motor_11(int pot){
    analogWrite(CTRL1,pot);
    digitalWrite(IN1_1,1);
    digitalWrite(IN1_2,0);
    analogWrite(CTRL2,pot);
    digitalWrite(IN2_1,1);
    digitalWrite(IN2_2,0);
}

void motor_ctrl(int pot_state, bool inv_state, bool left_state, bool right_state, bool
brake_state){
    bool in1_1State = brake_state|(!inv_state & left_state)|(right_state ^ left_state);
    bool in1_2State = brake_state|(inv_state & left_state)|(left_state & !right_state);
    bool in2_1State = in1_1State;
    bool in2_2State = brake_state|(inv_state & right_state)|(!left_state &

```

[illegible]