

ButtonEventsAndLEDEvents ReflectionLog

(CSE2920 – Events) – Stefan Such

How has your program changed from planning to coding to now? Explain.

Recreating tug of war using events instead of polling went way quicker. This wasn't particularly difficult to write, though I did spend a good minute realizing that I need to increment redButtonPresses/greenButtonPresses only when the state change event's state was true

```
if (e.getState() == true) {  
    redButtonPresses += 1; }
```