



Coding Tips:

ctrl+alt+u = build and upload

a = 2; *assignment: make variable **a** equal to 2*
a == 3 *equality: is **a** equal to 3?*
auto b = 4; *make a new variable called **b**, assign value 4 to it*
void loop() { *code inside the loop function is run 100 times per second here*

board.read(PIN_...) *get if the button is pressed*
 gamepad.set_a(pressed); *tell the game one of the buttons is pressed or not*

Remember to end *statements* with a semicolon;