#include "Keyboard.h"

int buttonPin1 = 2;

int buttonPin2 = 3;

int buttonPin3 = 4;

void setup()

{

pinMode(buttonPin1, INPUT);

digitalWrite(buttonPin1, HIGH);

pinMode(buttonPin2, INPUT);

digitalWrite(buttonPin2, HIGH);

pinMode(buttonPin3, INPUT);

digitalWrite(buttonPin3, HIGH);

}

void loop()

{

if (digitalRead(buttonPin1) == 0)

{

Keyboard.press(KEY\_LEFT\_CTRL);

Keyboard.press('a');

Keyboard.releaseAll();

delay(500);

}

if (digitalRead(buttonPin2) == 0)

{

Keyboard.press(KEY\_LEFT\_CTRL);

Keyboard.press('d');

Keyboard.releaseAll();

delay(500);

}

if (digitalRead(buttonPin3) == 0)

{

Keyboard.write(KEY\_RETURN);

delay(500);

}

}