Uses idyl.io Button library.

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| #include <Button.h>  Button button(8, INPUT\_PULLUP, true);  bool ledStatus = false;  void setup() {  }  void loop() {  button.poll();  // Si presiono boton  if(button.rising()){  //turn LED on or off  ledStatus = !ledStatus;  if(ledStatus){  digitalWrite(9,HIGH);  }  else{  digitalWrite(9,LOW);  }  }  } |  |