#include <project.h>

int main()

{

CyGlobalIntEnable;

CapSense\_Start();

CapSense\_InitializeAllBaselines();

while(1u)

{

CapSense\_UpdateEnabledBaselines();

CapSense\_ScanEnabledWidgets();

while(CapSense\_IsBusy() != 0)

{

}

if (CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON0\_\_BTN))

{

LED\_0\_Write(0);

}

else

{

LED\_0\_Write(1);

}

if (CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON1\_\_BTN))

{

LED\_1\_Write(0);

}

else

{

LED\_1\_Write(1);

}

if (CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON2\_\_BTN))

{

LED\_2\_Write(0);

}

else

{

LED\_2\_Write(1);

}

}

}