#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);

 }

 }

}