#include <project.h> //\*\*\*\*\*Try 1 \*\*\*\*///

uint8 flag\_1=0;

uint8 flag\_2=0;

uint8 flag\_3=0;

int main()

{

 CyGlobalIntEnable; /\* Enable global interrupts \*/

 /\* Place your initialization/startup code here (e.g. MyInst\_Start()) \*/

 CapSense\_Start();

 CapSense\_InitializeAllBaselines();

 for(;;)

 {

 /\* Place your application code here \*/

 CapSense\_UpdateEnabledBaselines();

 CapSense\_ScanEnabledWidgets();

 while(CapSense\_IsBusy() != 0)

 {

 //wait for the scanning

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON0\_\_BTN) && flag\_1==0)

 {

 flag\_1=1;

 LED\_0\_Write(0);

 }

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

 {

 flag\_1=0;

 LED\_0\_Write(1);

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON1\_\_BTN) && flag\_2==0)

 {

 flag\_2=1;

 LED\_1\_Write(0);

 }

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

 {

 flag\_2=0;

 LED\_1\_Write(1);

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON2\_\_BTN) && flag\_3==0)

 {

 flag\_3=1;

 LED\_2\_Write(0);

 }

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

 {

 flag\_3=0;

 LED\_2\_Write(1);

 }

 } }

#include <project.h> //\*\*\*\*\*Try 2 \*\*\*\*///

uint8 flag\_1=0;

uint8 flag\_2=0;

uint8 flag\_3=0;

int main()

{

 CyGlobalIntEnable; /\* Enable global interrupts \*/

 /\* Place your initialization/startup code here (e.g. MyInst\_Start()) \*/

 CapSense\_Start();

 CapSense\_InitializeAllBaselines();

 for(;;)

 {

 /\* Place your application code here \*/

 CapSense\_UpdateEnabledBaselines();

 CapSense\_ScanEnabledWidgets();

 while(CapSense\_IsBusy() != 0)

 {

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON0\_\_BTN) && flag\_1==0)

 {

 flag\_1=1;

 LED\_0\_Write(0);

 }

else if(flag\_1==0)

 {

 //flag\_1=0;

 LED\_0\_Write(1);

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON1\_\_BTN) && flag\_2==0)

 {

 flag\_2=1;

 LED\_1\_Write(0);

 }

 else if(flag\_2==0)

 {

 //flag\_2=0;

 LED\_1\_Write(1);

 }

 if(CapSense\_CheckIsSensorActive(CapSense\_SENSOR\_BUTTON2\_\_BTN) && flag\_3==0)

 {

 flag\_3=1;

 LED\_2\_Write(0);

 }

 else if(flag\_3==0)

 {

 //flag\_3=0;

 LED\_2\_Write(1);

 }

 }

}