#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);

}

}

}