

Counter using Button

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#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);
const int buttonPin = 2; // the number of the pushbutton pin
const int buttonDPin = 14;
int buttonState = 0; // variable for reading the pushbutton status
int count_value = 0;
int buttonDState = 0; // variable for reading the pushbutton
status
int countD_value = 0;
int prestateD = 0;
int prestate = 0;
void setup() {
  pinMode(buttonDPin, INPUT);
  pinMode(buttonPin, INPUT);
  lcd.begin();
  lcd.backlight();
  Serial.begin(9600);
}
void loop() {
  buttonState = digitalRead(buttonPin);
  if (buttonState == HIGH && prestate == 0) {
    count_value++;
    Serial.println(count_value);
    prestate = 1;
  } else if (buttonState == LOW) {
    prestate = 0;
  }
}

```

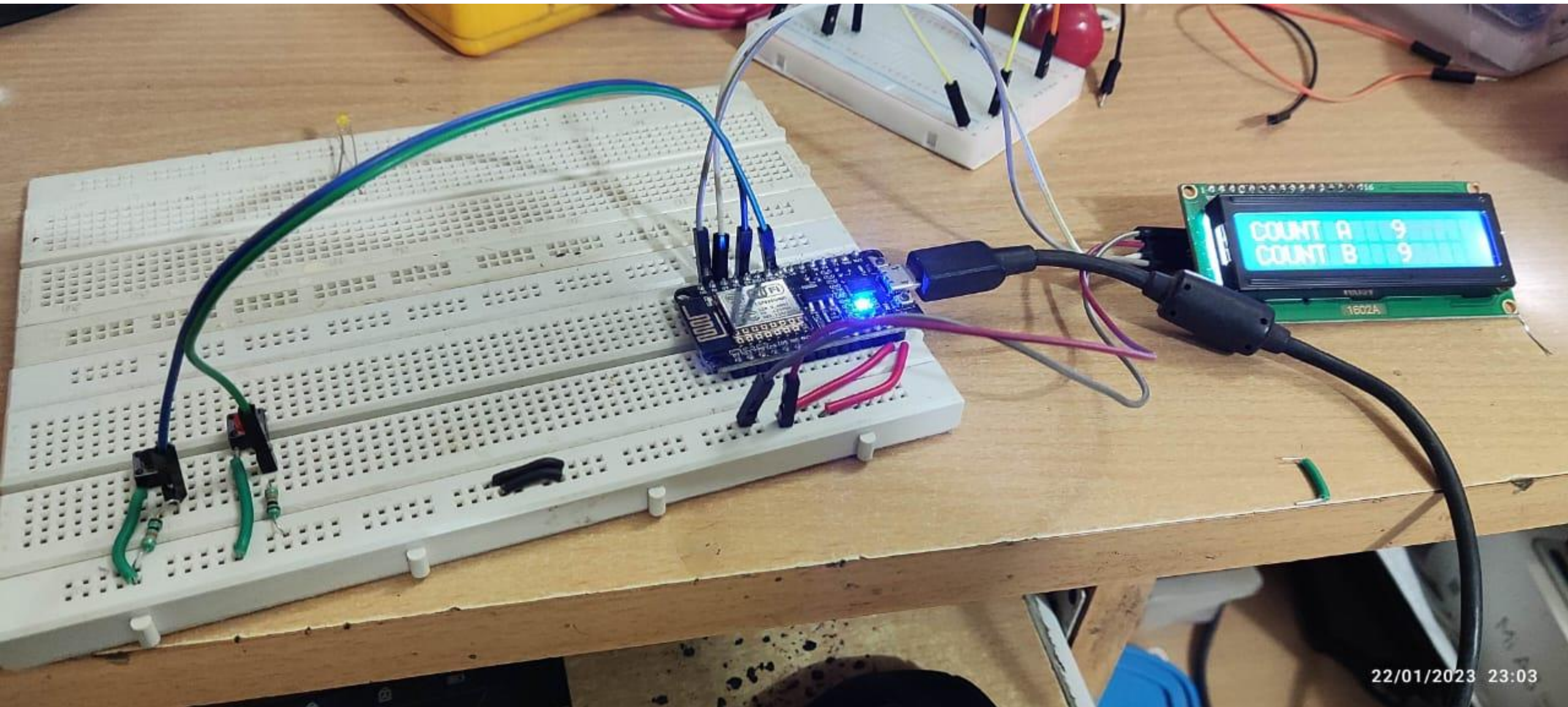
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buttonDState = digitalRead(buttonDPin);

if (buttonDState == HIGH && prestateD == 0) {
  countD_value++;
  Serial.println(countD_value);
  prestateD = 1;
} else if (buttonDState == LOW) {
  prestateD = 0;
}

lcd.setCursor(0, 0);
lcd.print("COUNT A");
lcd.setCursor(10, 0);
lcd.print(count_value);
lcd.setCursor(0, 1);
lcd.print("COUNT B");
lcd.setCursor(10, 1);
lcd.print(countD_value);
}

```



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