

# Buttons

## Contents

- [2.1. Attributes](#)
- [2.2. Classes](#)
- [2.3. Example](#)

Pico:ed contains two keys: A and B.

## 2.1. Attributes

### button\_a

An instance of a class [Button](#) representing the button on the left.

### button\_b

An instance of a class [Button](#) representing the button on the right.

## 2.2. Classes

### class Button(pin)

It is for representing a button.

- **unit** - Button pins

```
**is_pressed()**
```

Returns "True" if the button is pressed, otherwise it returns "False".

```
**was_pressed()**
```

Returns "True" if the button is pressed and only once before the next press.

## 2.3. Example

1. Controls the LED

```
# Import the modules that we need for the program
from picoed import *

# While true, detect if buton A is pressed and also the status of the LED
while True:
    if button_a.is_pressed():
        led.on()
    else:
        led.off()
```

1. Count the times of pressing the buttons

```
from picod import *

times = 0
display.show(times)

while True:
    # Press button A once, count minus 1
    if button_a.was_pressed():
        times -= 1
        display.show(times)
    # Press button_B once, add 1 to the count
    if button_b.was_pressed():
        times += 1
        display.show(times)
```

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