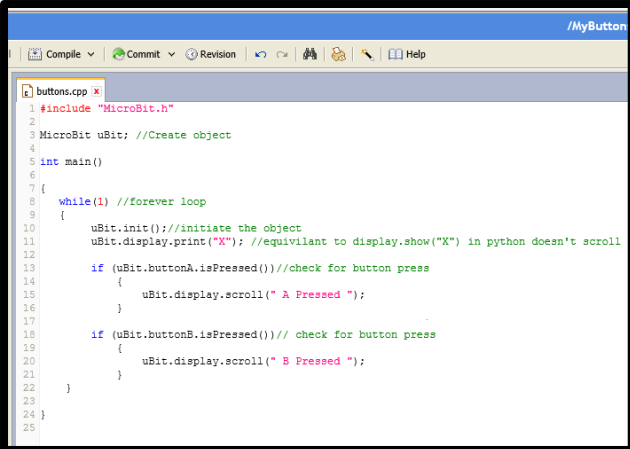


Using Buttons in C++

Micro:bit style

Create a new program and import the Micro:bit library

CODE



```
1 #include "MicroBit.h"
2
3 MicroBit uBit; //Create object
4
5 int main()
6 {
7     while(1) //forever loop
8     {
9         uBit.init();//initiate the object
10        uBit.display.print("X"); //equivilant to display.show("X") in python doesn't scroll
11
12
13        if (uBit.buttonA.isPressed())//check for button press
14        {
15            uBit.display.scroll(" A Pressed ");
16        }
17
18        if (uBit.buttonB.isPressed())// check for button press
19        {
20            uBit.display.scroll(" B Pressed ");
21        }
22    }
23 }
24 }
25 }
```