

| Methodenname | Objektname | | | | |
|-------------------|------------|-----------|--------------|-----------|-------------|
| | InputPin | TasterGND | InterruptPin | OutputPin | AnalogInPin |
| init() | | | | | |
| enablePullup() | | | | | |
| disablePullup() | | | | | |
| enableInvertIO() | | | | | |
| disableInvertIO() | | | | | |
| bool isOn() | | | | | |
| bool isActiv() | | | | | |
| bool pressed() | | | | | |
| bool released() | | | | | |
| setOn() | | | | | |
| setOff() | | | | | |
| set(bool) | | | | | |
| toggle() | | | | | |
| enableSlewRate() | | | | | |
| disableSlewRate() | | | | | |
| senseDisable() | | | | | |
| senseBothEdges() | | | | | |
| senseRising() | | | | | |
| senseFalling() | | | | | |
| senseLow() | | | | | |
| shutOff() | | | | | |
| deleteFlag() | | | | | |

| | |
|---|--|
| enum class reg : uint8_t {IN, OUT, DIR, PIN, PORT}; // Register Auswahl | |
| enum class row : uint8_t {LOWER, UPPER, ALL}; // ALL oder LOWER D0...D12 oder UPPER D13...D21 | |
| showBinary | void showBinary (Stream, const reg, const row) |
| showBinaryln | void showBinaryln (Stream, const reg, const row) |