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/*
  Keyboard Message test

  For the Arduino Leonardo and Micro.

  Sends a text string when a button is pressed.

  The circuit:
  - pushbutton attached from pin 4 to +5V
  - 10 kilohm resistor attached from pin 4 to ground

  created 24 Oct 2011
  modified 27 Mar 2012
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  modified 11 Nov 2013
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  This example code is in the public domain.

  https://www.arduino.cc/en/Tutorial/BuiltInExamples/KeyboardMessage
*/

#include "Keyboard.h"

const int button1 = 2;          // input pin for pushbutton
const int button2 = 3;          // input pin for pushbutton
const int button4 = 5;
const int button5 = 6;
const int button6 = 7;
const int button7 = 8;
const int button8 = 9;
const int button9 = 10;

int previousButton1State = HIGH;  // for checking the state of a
pushButton // hier slaan we de staat van het knopje in de vorige ronde op,
eigenlijk boolean
int previousButton2State = HIGH;  // for checking the state of a
pushButton // hier slaan we de staat van het knopje in de vorige ronde op,
eigenlijk boolean
int previousButton4State = HIGH;
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int previousButton5State = HIGH;
int previousButton6State = HIGH;
int previousButton7State = HIGH;
int previousButton8State = HIGH;
int previousButton9State = HIGH;

int keyboardStarted = 0;

void setup() {
  // make the pushButton pin an input:
  pinMode(button1, INPUT); //we willen buttonPin (2) uitlezen
  pinMode(button2, INPUT); //we willen buttonPin (3) uitlezen
  pinMode(button4, INPUT);
  pinMode(button5, INPUT);
  pinMode(button6, INPUT);
  pinMode(button7, INPUT);
  pinMode(button8, INPUT);
  pinMode(button9, INPUT);
  // initialize control over the keyboard:
//  Keyboard.begin(); // start keyboard communicatie
}

void loop() {
  // read the pushbutton:
  int button1State = digitalRead(button1); // komt er stroom binnen?
  int button2State = digitalRead(button2); // komt er stroom binnen?
  int button4State = digitalRead(button4Pin);
  int button5State = digitalRead(button5Pin);
  int button6State = digitalRead(button6Pin);
  int button7State = digitalRead(button7Pin);
  int button8State = digitalRead(button8Pin);
  int button9State = digitalRead(button9Pin);

//////BUTTON 1 NORMAAL GEBRUIK
  // if the button 1 is pressed, ESC
  if (button1State != previousButton1State && button1State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(0xB1);
  }
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  //////BUTTON 2
  // if the button 2 is pressed, F9
  if (button2State != previousButton2State && button2State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(0xCA); // arrow up
  }

  if (button4State != previousButton4State && button4State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press();
    //CTRL + C
  }

  if (button5State != previousButton5State && button5State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(OXDA);
    //KEY_UP_ARROW
  }

  if (button6State != previousButton6State && button6State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press();
    //CTRL + V
  }

  if (button7State != previousButton7State && button7State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(0XD8);
    //KEY_LEFT_ARROW
  }

  if (button8State != previousButton8State && button8State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(0XD9);
    //KEY_DOWN_ARROW
  }

  if (button9State != previousButton9State && button9State == HIGH &&
keyboardStarted == 1) {
    Keyboard.press(0XD7);
```

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    //KEY_RIGHT_ARROW
  }

  //////BUTTON 1 AANZETTEN KEYBOARD
  // if the button 1 is pressed, type "1"
  if (button1State != previousButton1State && button1State == HIGH &&
keyboardStarted == 0) {
    Keyboard.begin();
    keyboardStarted = 1;
  }

  // save the current button state for comparison next time:
  previousButton1State = button1State;
  previousButton2State = button2State;
  previousButton4State = button4State;
  previousButton5State = button5State;
  previousButton6State = button6State;
  previousButton7State = button7State;
  previousButton8State = button8State;
  previousButton9State = button9State;
}
```