IF FUNKSJON

```
int ledPin = 3;
int buttonPin = 2;

int toggleState;
int lastButtonState = 1;
long unsigned int lastPress;
int debounceTime = 20;

void setup() {

  pinMode(ledPin, OUTPUT);
  pinMode(buttonPin, INPUT_PULLUP);
}

void loop() {
  int buttonState = digitalRead(buttonPin);   //read the state of buttonPin and store it as buttonState (0 or 1)

  if((millis() - lastPress) > debounceTime)   //if the time between the last buttonChange is greater than the debounceTime
      {

        lastPress = millis();   //update lastPress
```

```
        if(buttonState == 0 && lastButtonState == 1)    //if button is pressed and was released last change
   {
    toggleState =! toggleState;                //toggle the LED state
    digitalWrite(ledPin, toggleState);
    lastButtonState = 0;    //record the lastButtonState
   }

   if(buttonState == 1 && lastButtonState == 0)    //if button is not pressed, and was pressed last change
    {
     lastButtonState = 1;    //record the lastButtonState
    }
  }
 }
```