

Week 3: Buttons, pull-ups and contact bounce

Mokxi · one-page lesson plan

OBJECTIVE

Why an input must never float, and why one press can be counted three times.

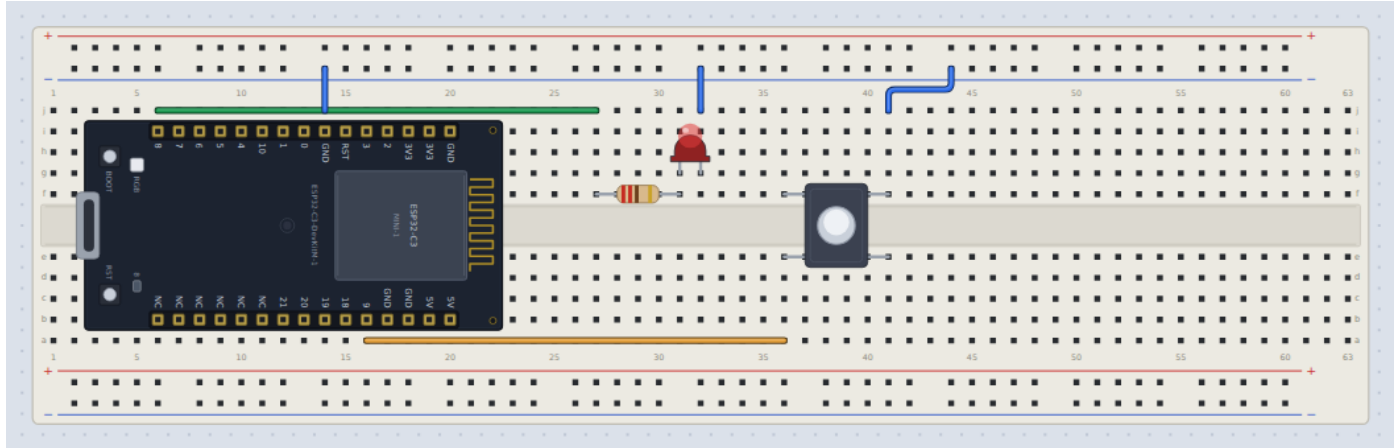
WHAT YOU NEED

ESP32-C3-DevKitM-1, pushbutton, resistor, LED, breadboard

STEPS

- Hold the button and watch the LED.
- Then pick the interrupt example in the board's Firmware panel, press ten times and record the count it prints; the pushbutton's c...
- Set the button's bounce property to worst and repeat, then write a millis debounce and repeat again.

THE CIRCUIT



ASSESSMENT IDEA

A table of presses against counted edges for bounce set to none, typical and worst, plus the debounce code that brings the count back to the number of presses.

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