

Methodenname	Objektname				
	InputPin	TasterGND	InterruptPin	OutputPin	AnalogIn
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)