Joystick Raw values

```
1  import time
2  from adafruit_crickit import crickit
3
4  ss = crickit.seesaw
5
6  x_axis = crickit.SIGNAL1
7  y_axis = crickit.SIGNAL2
8  sw = crickit.SIGNAL3
9  print("Running...")
10 while True:
11     x = ss.analog_read(x_axis)
12     y = ss.analog_read(y_axis)
13     z = ss.digital_read(sw)
14     print("x:", x, " y:", y, " z:", z)
15     time.sleep(0.1)
16
```

CircuitPython REPL

```
x: 803  y: 784  z: False
x: 804  y: 783  z: False
x: 803  y: 784  z: False
x: 803  y: 785  z: False
x: 803  y: 785  z: False
```

Code Explanation:

import time
from adafruit_crickit import crickit
ss = crickit.seesaw

Imports necessary modules:

- time for delays.

- adafruit_crickit to access Crickit board functions.
- Initializes a shortcut ss for the seesaw interface (used to read analog/digital inputs).

```
x_axis = crickit.SIGNAL1
y_axis = crickit.SIGNAL2
sw = crickit.SIGNAL3
```

Assigns specific Crickit signal pins to:

- x_axis: horizontal movement (analog)
- y_axis: vertical movement (analog)
- sw: joystick button/switch (digital)

```
print("Running...")
while True:
    x = ss.analog_read(x_axis)
    y = ss.analog_read(y_axis)
    z = ss.digital_read(sw)
    print("x:", x, " y:", y, " z:", z)
    time.sleep(0.1)
```

- Displays a "Running..." message once.
- Enters an **infinite loop** to:
- Continuously **read analog values** of X and Y.
- **Read digital value** of button press (Z).
- **Prints values** to the console.
- **Waits 0.1 seconds** before repeating.