Debugging Fun Mural2

**Scenario:** Agustin wrote the following code for his Mural Project.
He wants to see:
- `allOn()` if both buttons are pushed
- `blink()` if button1 is pushed and button2 is not pushed
- `blinkFast()` if button1 is not pushed and button2 is pushed
- `allOff()` if neither is pushed

Help him debug his code:

```cpp
loop() {
  int sensorVal1 = digitalRead(button1);
  int sensorVal2 = digitalRead(button2);

  //both buttons pushed
  if(sensorVal1 == HIGH && sensorVal2 == HIGH) {
    allOn();
  }
  //button1 pushed and button2 not pushed
  else if(sensorVal1 == HIGH && sensorVal1 == LOW) {
    blink();
  }
  //button1 not pushed and button2 pushed
  else if(sensorVal1 == LOW && sensorVal1 == HIGH) {
    blinkFast();
  }
  //neither button pushed
  else {
    allOff();
  }
}
```

1. **Predict:** Looking at the code snippet above, what do you think the behavior might be?
2. **Test**: Discuss with another group or test out the code. What does the code actually do?

3. **Identify the bug**: Why do you think the code behaves this way instead of as intended?

4. **Revise**: How might you fix the code? Write your revised code or edit the code snippet at the top to fix the bug.

5. **Retest**: Test your solution and revise again if necessary.