

# **Introduction to the DS4 and Functions**

## **LAB 3**

### **SECTION 3**

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**SUBMISSION DATE:**

**02/17/2023**

## Problem

The first part of the lab has us running the provided ds4rd.exe executable to collect some data from the dual shock controller. The executable has some flags that it takes to perform different tasks depending on what flags are set. For instance the flag “-t” gives time in milliseconds, and “-a” gives acceleration data. You also have to set whether or not you are using the controller in Bluetooth mode or USB mode.

The next problem has us write some functions namely, magnitude, minutes, seconds, and milliseconds. The purpose of magnitude is to calculate the magnitude of a vector which is described by the following formula  $\sqrt{x^2 + y^2 + z^2}$ . Then minutes, seconds, and milliseconds are meant to calculate the number of minutes, then remaining seconds, then remaining milliseconds from a given input in milliseconds.

Problem three has us using the buttons on the controller. It asks us to write a function that returns the number of buttons being pressed at any give moment.

## Analysis

For problem 1 there isn't much to analyze you pretty much just follow instructions on how to use the command. I however would like to mention that the use of an external executable writing input to your c code via the stdin via pipes is a little odd. Why not provide a libds4rd.lib file to compile our C code with, and provide an interface for acquiring data from the controller within C code.

For problem 2 magnitude is a fairly straight forward problem, it only requires a few math concepts which can be almost directly translated into C code. However, the minutes, seconds, and milliseconds functions require a little more thought. You have to design each function to take the full milliseconds input and only return what is left after the larger time blocks, so the design requires extra care to be taken when designing it.

For problem 3 the function to count the number of buttons pressed is fairly straightforward. Each button is either 0 or 1, 1 if pressed so just add up each individual buttons value and voila.

## Design

No design for problem 1 just data gathering into files.

For problem 2 magnitude uses the math.h header file and the sqrt, and pow functions to calculate the correct magnitude of a vector. For minutes the calculation is easy its just the milliseconds converted into minutes dropping any fractional leftovers. The seconds function is a little harder you convert the milliseconds into seconds, and then subtract the amount of time calculated in minutes converted back into seconds. You then follow the same process for milliseconds by subtracting the seconds and minutes converted back into milliseconds.

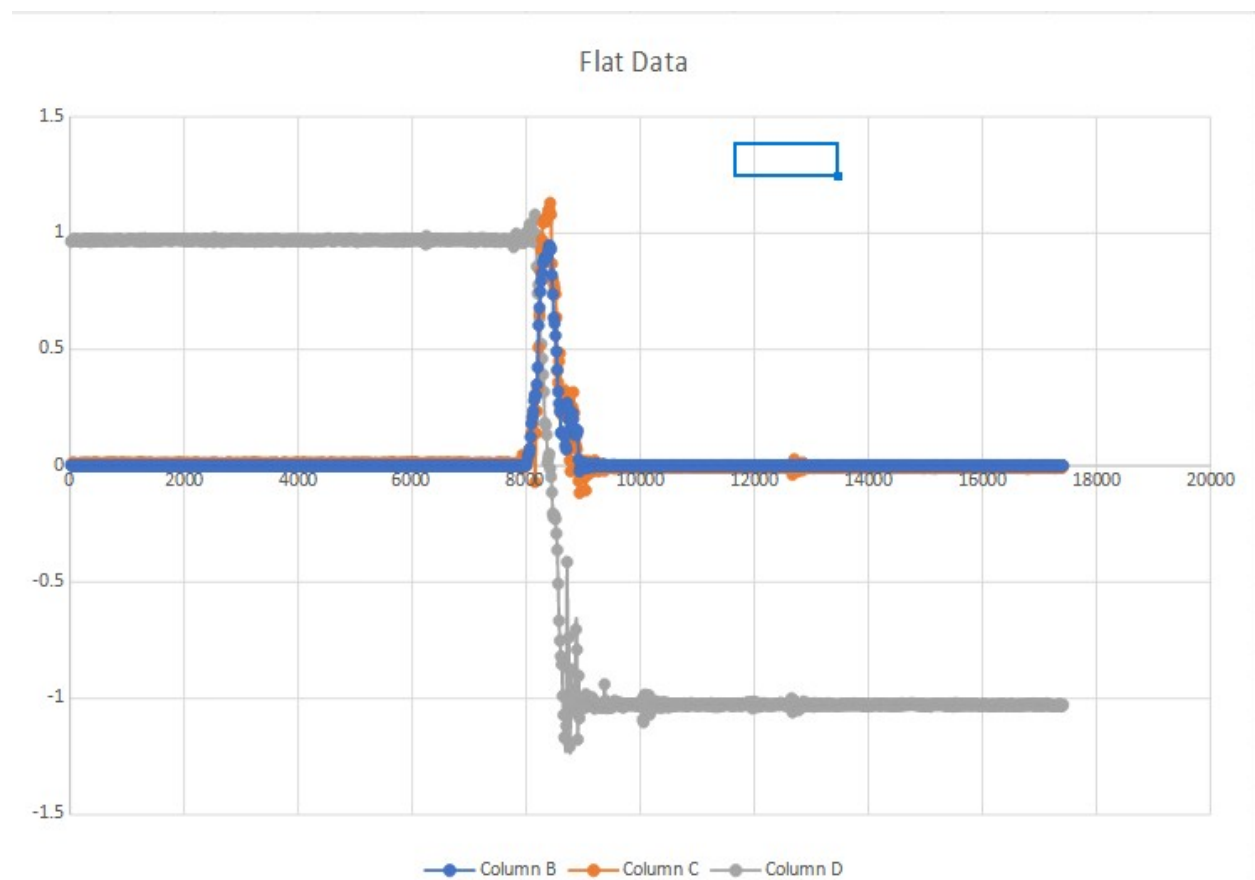
For problem 3 the design is as simple as stated take 4 individual button inputs and sum them all together to get then number of buttons pushed.

## Testing

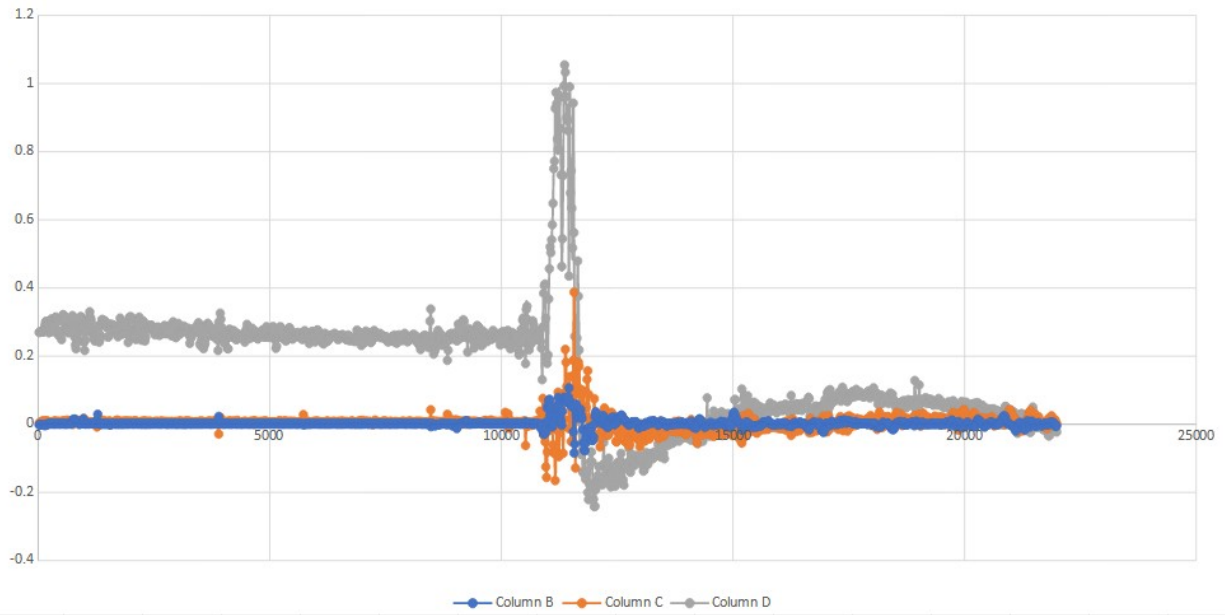
To test problem 2 I started with magnitude, and input some known values and compared them to an online calculator to make sure the result was correct. For minutes, seconds, and milliseconds I ran the ds4rd.exe and piped it to the input and watched to make sure the behavior was correct. And I found a couple of times where I had incorrect behavior. The biggest one was when I first wrote it I forgot to subtract minutes from the milliseconds so after a minute passed the milliseconds value had an extra 60,000 in front of it.

To test problem 3 I just ran ds4rd.exe and made sure the number of buttons I pressed matched the number of buttons that the program displayed.

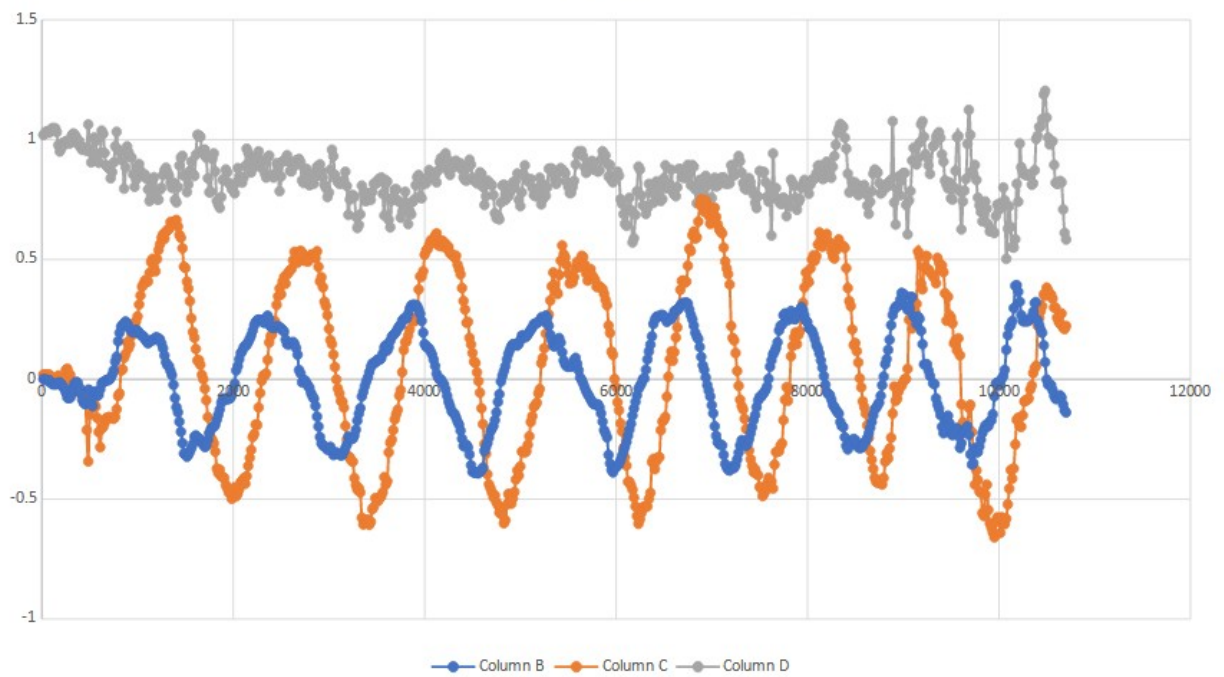
## Screen Shots



Front



Custom



[illegible]