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Project 1 Report

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1. The goal of this project is two create a simple state machine with the launchpads LEDs.
2. I prevented transition from one state to another by locking the state in a delay loop until the state is over. Unless we are triggering pink where there is access to SW1.
3. If you press SW1 while in Red State nothing happens. I’d Rather ignore SW1 because the state machine diagram has no access to SW1 while in Red. Again, the states lock for a specific amount of time and return to dark after, unless its pink where there is access to SW1.
4. If we are in Blue state, I would want to ignore SW2 because in the diagram Blue has no access to SW2.