Week 10 Lab - Part 10.1

**Excercise 10.1**

(a) First write the delay function.  This function should take a single input, the number of seconds to delay for and be called from the main program everytime there is a pause required.

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(b) Then write the drawpixel function.  This function should take two inputs: the colour of the pixel to draw, and the time delay between on and off.  This function should also call the delay function to insert the pauses between on and off.

A blue screen with white text

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(c) when you implemented drawpixel, what did you have to do with LR to make it work ?  Why ?

- I have to push LR to save it. Because when we BL from the “main” program to DrawPixel, it saved to “main” program address to LR in order to get back to “main” program after but when we BL to delay once again in DrawPixel, the address of the “main” program will be lost due to the assembler saving a new address of DrawPixel into the LR.

**Excercise 10.2**

Modify your program above so that your program flashes the LED rapidly (i.e., 1 second  between on and off)  three times, and then pauses for  2 seconds before repeating the rapid pattern.  You should make use of your drawpixel and delay functions to do this.

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**Excercise 10.3**

Modify your program from 10.2 by writing a function called flashpattern: that accepts two inputs:

* the number of "rapid" 1 second flashes before the pause
* the pause time (in seconds) between each set of rapid flashes

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