LAB #4 – Juego de Carrera Tiva C

------ Inicio del Código

```
#define RGB
void setup() {
        int game = 0;
       int J1_Count = 1;
        int J2_Count = 1;
        int button1_state = 1;
        int button2_state = 1;
}
void loop() {
 while(1){
    if (Boton_start == 0){
      reset();
      semaforo();
    }
    else{
      __delay_ms(50);
    }
    while(game == 1){
      __delay_ms(50);
      if (boton_j1 == 0){
         if (boton_j1 == 1){
           if(J1_Count == 0){
             boton_j1 = 1;
             game = 0;
```

```
PORT_J1 = J1_Count;
         J1_Count = J1_Count*2;
       }
     }
     if (boton_j2 == 0){
       if (boton_j2 == 1){
         if(J2_Count == 0){
           boton_j2 = 1;
          game = 0;
         }
         PORT_J2 = J2_Count;
         J2_Count = J2_Count*2;
       }
     }
   }
 }
}
Void semáforo(){
       For(i=0; i<3; i++) {
             RGB_PIN[i] = RGB_COLOR[i];
             __delay_ms(100);
      }
       game = 1;
}
   ------ Fin del Código ------
```

}