Emilio Gordillo, 18062

**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 --------------------------------------------------