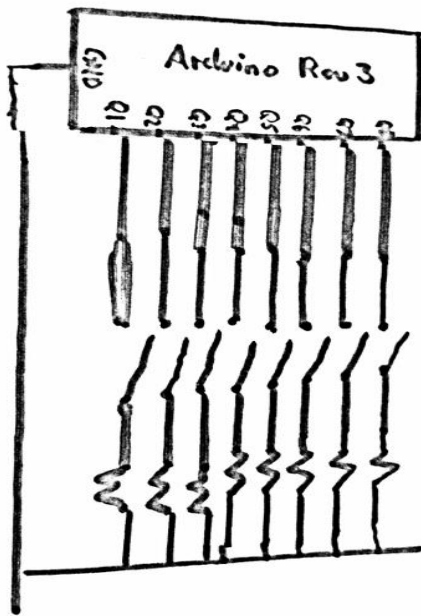```
int button[] = {
    1,2,3,4,5,6,7,8
};
int val = 0;
void setup(){
    for(int i=0;i < button.size(); i++){
        pinMode(button[i],INPUT);
    }
    Serial.begin(9600);
}

void loop(){
    //poll until something happens
    for(int i=0;i<button.size();i++){
        if(digitalRead(i) >= HIGH){
            Serial.println(button[i]);
        }
    }
}
```



Part 3

Digital Rights Management(DRM) is described as a lock and key mechanism where media is locked and requires an external or an internal process with an unique key for the user to unlock the locked media [1]. Software distributors such as Valve – Steam [2] employ DRM to the games they distribute and lock the usage of it to be only ran by the account or authorized accounts (family share). So while, personal look at the usage of DRM is to protect the content from being loss of revenue due to pirated

distribution, it definitely benefits the long run of the company or publisher if their game is good enough to pull through to their next game. It's overall an accepted process; however, the usage can be abused in a way that allows distributors to allow usage of the media only through their platform which limits the usage if to be used on other platforms or transferred to another device which has no way to authenticate the DRM thus the usage of the media is null. These types of abuse of the DRM is the e-textbook or eBooks in general that only allow certain platforms to read it and various other features that can only be done through the platform. In hindsight, this is to protect the copyright holder from losing out in revenue but some of the implementations to control DRM products can be illicit or straight unusable.

## References

[1] R. Anderson, Security Engineering: A Guide to Building Dependable Distributed Systems, Wiley, 2001.


[2] J. Mendez, "Gamasutra," 29 June 2017. [Online]. Available:
    https://www.gamasutra.com/blogs/JenniferMendez/20170629/300820/
    How_Steam_Employs_DRM__What_That_Means_For_Your_Game.php.
    [Accessed 5 March 2018].