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LAB6 Report

The purpose of this lab was to use the timer module to make a red LED flash on and off and to be able to change its frequency with two other buttons. We had to make another LED light on when the either button were being pressed. There is also a minimum and maximum frequency that the LED should be able to access.

**Flowchart:**

The following flowchart is a simple representation of what we intend our code to follow. The LED flashes on and off at a set frequency. Then depending on which button was pressed it would either decrease or increase the frequency, to a certain point. When the buttons actually do something another LED should be on.

C:\Users\Jose Capestany\Downloads\LAB6.png

**Conclusion:**

This program was pretty hard to figure out. We eventually did finish it once we just edited the previous lab’s code to change the frequency of the Timer Module. We then used a conditional to turn on the second LED. It was hard for both of us as we don’t have that much experience with C++. With sheer trial and error, we got it eventually once we realized what means what in the language to the board.

**APPENDIX: CODE**

