

# Work Package 4 - Practical

STUDNUM1 STUDNUM2  
EEE3096S 2019

---

The initialisations and imports are as follows:

```
# Import libraries
import RPi.GPIO as GPIO
import random
import ES2EEPROMUtils
import os

# some global variables that need to change as we run the program
end_of_game = None # set if the user wins or ends the game

# DEFINE THE PINS USED HERE
LED_value = [11, 13, 15]
LED_accuracy = 32
btn_submit = 16
btn_increase = 18
buzzer = None
eeprom = ES2EEPROMUtils.ES2EEPROM()
```

The welcome method is as follows:

---

The menu method is as follows:

---

The display\_scores method is as follows:

---

Repeat for all functions in your code  
etc  
etc  
etc  
...

Finally the main program when executed does the following:

```
if __name__ == "__main__":
    try:
        # Call setup function
        setup()
        welcome()
        while True:
            menu()
        pass
    except Exception as e:
        print(e)
```

```
finally:  
    GPIO.cleanup()
```