# **Introduction the DS4 and Functions**

LAB 03 SECTION 6

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### Problem: DualShock 4 Data Collection

Move the DS4 around and notice how the values output by the program changes based on the controller orientation and direction. Collect some data samples.

## **Analysis**

The step-by-step instructions made this a simple task

## Design

No design necessary

## Testing

Getting my values to look like the ones presented on the instructions took some testing.

### Comments

Instructions were incomplete in order to achieve what was asked needed outside knowledge.

### Screen Shots

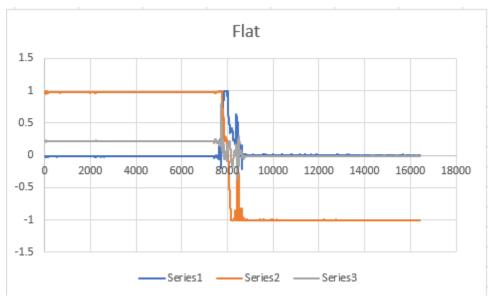


Figure 1

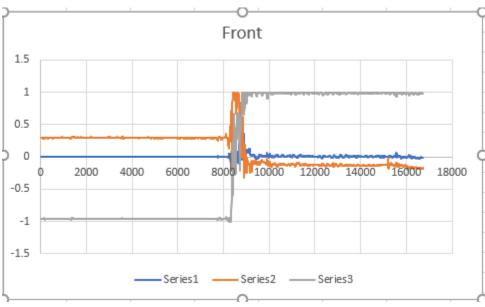


Figure 2

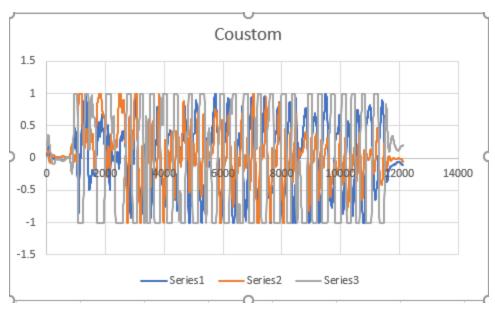


Figure 3

#### Problem: Introduction to Functions and the DualShock 4

Modify the line in SECTION 0 so that the milliseconds are printed out as SECONDS as a real number in an 8-character area with 3 decimal digits precision. Also modify the line so acceleration values are shown in a 7-character area with 4 digits of precision.

## Analysis

This problem took way longer than it should have simply because I had a function dividing t by a 1000 and forgot to comment it out.

### Design

Wrote three separate functions to handle the arithmetic of converted milliseconds

## Testing

Once my math was correct there was a error were I was only getting 0 back because I had two separate inputs declared.

#### Comments

This was way harder then it should have been for me, but on the plus side I know understand functions very well.

#### Screen Shots

```
U:\Fall2021\SE185\Lab03\lab03-1.c - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
🔚 lab03-1.c 🔣 📙 lab03-2.c 🗵
 24
 25
 26
      // Compile with gcc lab03-1.c -o lab03-1
       // Run with ./ds4rd.exe -d 054c:05c4 -D DS4_BT -t -a | ./lab03-1
 28
 29
 30
                                    Implementation
 31
       int main(int argc, char *argv[])
 32
 33
      ⊟{
           /* DO NOT MODIFY THESE VARIABLE DECLARATIONS */
 34
  35
           int t;
           double ax, ay, az;
 36
  37
 38
           while (1)
 39
  40
               scanf("%d, %lf, %lf, %lf", &t, &ax, &ay, &az);
               /* CODE SECTION 0 */
  43
              printf("Echoing output: %8.3f, %7.4lf, %7.4lf, %7.4lf\n", t/1000.0, ax, ay, az);
 45
 46
               /* CODE SECTION 1 */
 47
 48
               printf("At %d ms, the acceleration's magnitude was: %lf\n", t, magnitude(ax, ay, az));
 49
 50
               /* CODE SECTION 2 */
 51
 52
                   printf("At %d minutes, %d seconds, and %d milliseconds it was: %lf\n",
 53
                   minutes(t), seconds(t), milliseconds(t), magnitude(ax, ay, az));
 54
 55
 56
 57
 58
            return 0;
 59
  60
      /* Put your functions here */
 64
        * Calculates and returns the magnitude of three given values.
 65
 66
        * @param x - The x-axis scanned values from the DS4 controller.
       * @param y - The y-axis scanned values from the DS4 controller.
* @param z - The z-axis scanned values from the DS4 controller.
 67
 68
        * @return - The magnitude of the given values.
 69
  71
      \squaredouble magnitude(double x, double y, double z) {
  72
          double c = sqrt(pow(x,2) + pow(y,2) + pow(z,2));
  73
           return c:
  74
  75
      ☐int minutes(int t) {
 76
           return t/60000;
  78
      ☐int seconds(int t){
           return (t/1000) - minutes(t) *60;
 80
 81
      ∃int milliseconds(int t){
           return t%1000;
 84
 85
         length: 2,777 lines: 86 Ln: 21 Col: 25 Pos: 957 Unix (LF)
C source file
```

Figure 4

# Problem: Counting Buttons

Never was able to achieve a working program 😕

