Using system\_flush will HALT CPU execution while it runs. Replace this with a UART printing function.

Will be handy to have input from UART for debugging reasons anyway.

Come back and review this lecture because there is some excellent graphical layout of system flow we can work from.

GRAPHICS: JESS Check out a CANVAS lesson which Chris mentioned which talks about handling the screen, and especially WIDGETS, which will save you time because it is just buttons and radio sliders all of that.

Widgets can have callbacks associated: A button widget can execute a callback function

Must continually be calling WidgetMessageQueueProcess() at the rate of screen refresh