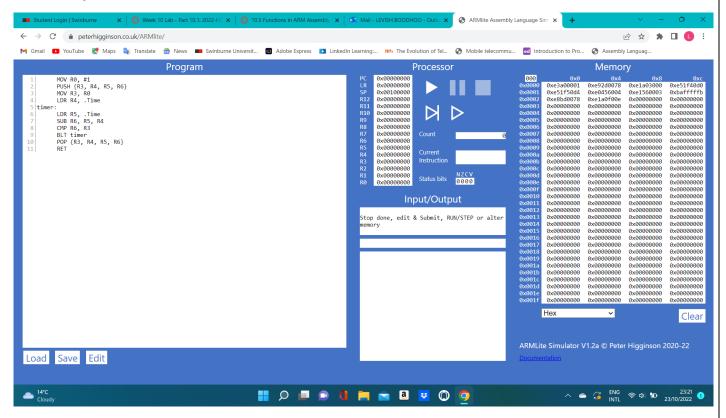
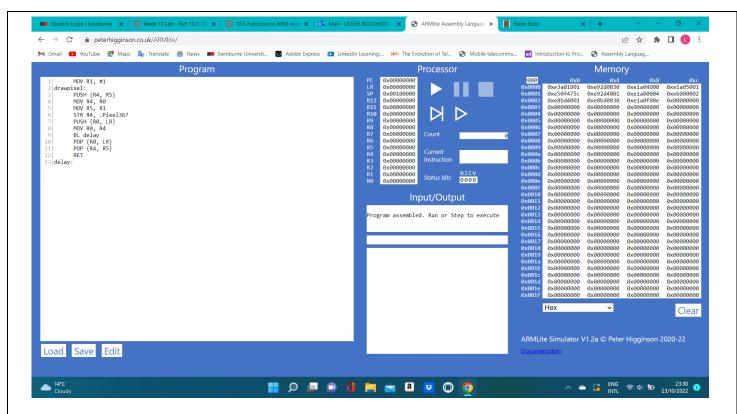
Week 10 Lab - Part 10.1

(a) First write the delay function. This function should take a single input, the number of seconds to delay for, and be called from the main program every time there is a pause required.



(b) Then write the drawpixel function. This function should take two inputs: the color of the pixel to draw, and the time delay between on and off. This function should also call the delay function to insert the pauses between on and off.



(c) when you implemented drawpixel, what did you have to do with LR to make it work? Why?

This LR makes it return to the initial function of the whole code instead of it to loop around the drawpixel function and staying stagnant.

