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Last week I learned how to use C and python to control gpio, eg. buttons and flashing LEDs on beaglebone. Gpio polling and interrupts are very useful to work with. Lower level gpio via the shell command line and sysfs is also discussed.

Achievement: A simple program of etch a sketch game is implemented in python. It uses GUI interface (Tkinter package). Thus an X server environment is required before running `ssh -X <ip>`.

Issues: some of the gpio pins are bad due to setting to different modes. This will be resolved later when we learn how to use device trees. Right now the temporary solution is to follow the instructions here <https://github.com/nomel/beaglebone/tree/master/gpio-header>, to generate device tree overlays for easy gpio mux control.