

Pseudocódigo

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```
void semaforo( ) {
```

```
    led v = 0
```

```
    led r = 1
```

```
    led a = 0
```

```
    delay(500)
```

```
    led r = 0
```

```
    led a = 1
```

```
    delay(500)
```

```
    led a = 0
```

```
    led v = 1
```

```
    delay(500)
```

```
    led v = 0
```

```
}
```

```
void playerX( ) {
```

```
    switch (contx)
```

```
        case 0:
```

```
            led0px = 0; break;
```

```
        case 1:
```

```
            led1px = 1; break;
```

```
        case 2:
```

```
            led2px = 2 break
```

```
        case 3:
```

```
            led3px = 3 break
```

```
        case 4:
```

```
            led4px = 4 break
```

```
        case 5:
```

```
            led5px = 5 break
```

```
        case 6:
```

```
            led6px = 6 break
```

case 7:

led7px = 1 · break

case 8:

led7px = 1

led8px = 1

bandera = 0

reset();

break

delay (200)

}

void reset () {

reset

PORTADits.RA0 = 0 ;

Todo en 0.

Contx = contx2 = 0

}

Void carrera (void) {

if (Botón1 == 0) cont1++

delay (50)

if (Botón2 == 0) cont2++

delay (50)

}

void main (void) {

Set up();

while (1)

if (Botónstart == 0) {

reset();

semaforo();

bandera = 1;

}

```
while (bandera !=
```

```
    playerX(),
```

```
    if (Button1==0 || Button2==0) {
```

```
        delay(50);
```

```
        carrera();
```

```
    }
```