Pseudocodigo	Dena 19566
	Rodriguez
void semaforo () {	Rounigues
Ledv = 0	
Led r = 1	The state of the s
[ed a = 0	1= 20Rhal
	On michael
ledr = 0	dond () forest
led a = 1	
delay (500)	
Leda = O	starket 1 f
Led V = 1	
_delay(500)	PORTABRIS RAD = 0.1
led v=0	Total on O
	CF Software vitowan
Void playerx () { switch (contx)	
Void playerx () { Switch (contx) Case 0:	3 (biny) Dygman Line
switch (contx)case 0:	Roid carrer (void) &
switch (contx) case 0:	3 (biov) prema biov
switch (contx) (ase 0: led $0px = 0$; break; case 4:	if (Baton) == (O) contatt ttstool == (O) contatt
Switch (contx) (ase 0: $led Op X = 0$; break; Case 1:	R (Boton) = = () contatt th (Boton) = = () contatt th (Boton) = = () contatt th (Boton) = = ()
Switch (contx) (ase D: led Dpx = D; break; Case 1: led 1px = 1; break; case 2: led 2px = 2 break	
switch (contx) (ase 0: ledopx = 0; break; case 1: led 1px = 1; break; case 2: led2px = 2 break Case 3:	##\$### (Beton2 = 0) Cont2##
switch (contx) (ase 0: ledOpX = 0; break; case 1: led 1px = 1; break; case 2: led2px = 2 break Case 3: led 3px = 3 beak	
switch (contx) (ase 0: led Opx = 0; break; case 1: led 1px = 1; break; case 2: led 2px = 2 break Case 3: led 3px = 3 break Case 4:	##\$ thou (0° - £nota#) };
switch (contx) (ase 0: ledOpX = 0; break; case 1: led 1px = 1; break; case 2: led2px = 2 break Case 3: led 3px = 3 beak	if (Beton2 = = 0) cont2tt. Sold moun fred [[set oo()) wishite (1)
Switch (contx) (ase D: led Opx = D; break; Case 2: led 1px = 1; break; case 2: led 2px = 2 break Case 3: led 3px = 3 break Case 4: led 4px = 4 break Case 5:	##\$ thou (0° - £nota#) };
Switch (contx) (ase D: led Opx = D; break; Case 2: led 1px = 1; break; case 2: led 2px = 2 break Case 3: led 3px = 3 break Case 4: led 4px = 4 break	if (Beton2 = = 0) cont2tt. Sold moun fred [[set oo()) wishite (1)
Switch (contx) (ase D: led Opx = D; break; Case 2: led 1px = 1; break; case 2: led 2px = 2 break Case 3: led 3px = 3 break Case 4: led 4px = 4 break Case 5:	if (Beton2 == 01 cont2tt. Sold maxin fuerell set on()) if (Beton5 text 1 = 10) { if (Beton5 text 1

preak led fox 1ed8px = 1 delay (200) bandera =0 break reset() reset voirtereset (PORTADITS. RAO = 0; Todo en O. Contx = contx2 =0 Void carrera (void) { cont1++ if (Boton1 == 0) if (Boton 2 == 0) Cont2++ void main (vaid) { Set up (); While (1) if (Bottonstart ==0) { reset (); semaforo (); bardera 1; Scribe

