Sierra Palmer

Lab 1 pre-lab

#import <stdio.h>

void main(void)

{

unsigned char currKey=0, dispSz = 3;

unsigned char dispThree[3];

// Useful code starts here

initLeds();

configDisplay();

configKeypad();

// \*\*\* Intro Screen \*\*\*

GrClearDisplay(&g\_sContext); // Clear the display

// Write some text to the display

GrStringDrawCentered(&g\_sContext, "SIMON", AUTO\_STRING\_LENGTH, 48, 15, TRANSPARENT\_TEXT);

GrStringDrawCentered(&g\_sContext, "PRESS \* TO PLAY", AUTO\_STRING\_LENGTH, 48, 25, TRANSPARENT\_TEXT);

GrFlush(&g\_sContext);

dispThree[0] = ' ';

dispThree[2] = ' ';

while (1) // Forever loop

{

// This code is for the 3 x 4 keypad

currKey = getKey();

if ((currKey >= '0') & (currKey <= '9'))

setLeds(currKey - 0x30);

if (currKey == '\*')

newCountdown();

if (currentstate == 0){

welcomeScreen(); //display "SIMON" and "PRESS \* TO START"

//if '\*' is pressed, move to state 1

}

else if (currentstate == 1){

newCountdown(); //display countdown

//go straight into state 2

}

else if (currentstate == 2){

ledSequence(); //randomize sequence, play buzzer with lit

// LEDs and save to memory

}

else if (currentstate == 3){

checkButton(); //check to see if player input matches

//given sequence,

//if correct and sequenceLength < 32, return to state 2

//if correct and sequenceLength = 32, move to state 5

//if incorrect, go to state 4

}

else if (currentstate == 4){

playerHumiliation(); //gives random jeers for wrong answer

//resets to state 0

}

else if (currentstate == 5){

playerCongrats(); //displays "CONGRATS YOU WON!"

//Resets to state 0

}

}

} // end while (1)}