

## Priority determination circuit

The game buzzer control requirements:

- After host has finished with question
- The 3 players will press switch in front of them to fight to be first to answer the question
- The buzzer will sound for 5 sec. after any one of the players has touched the switched
- The light indicator in front of each player will light-up and only reset by the host switch

PROGRAM MAIN

VAR

```
PushButton01      : BOOL;  
PushButton02      : BOOL;  
PushButton03      : BOOL;  
Reset             : BOOL;
```

```
Buzzer            : BOOL;  
Player01Light     : BOOL;  
Player02Light     : BOOL;  
Player03Light     : BOOL;  
ton01             : TON;
```

END\_VAR

