

начало
init\_main( );

while(1)

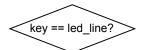
key =
keyboard\_get\_state();

active == 1?

leds\_move\_column();

leds\_update();

(key != 0) && (key <= 8)?



display active tries\_c sum\_ti timer\_ı

key == 9?

display\_set\_long(0);

```
_on = 1;
= 1;
ounter = 0;
mer_ms = 0;
ms = 0;
```

led\_line = leds\_random\_line();

timer\_ms\_buff = timer\_ms;

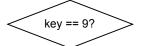
buzzer\_beep(BUZZER\_DELAY);

display\_set\_long(timer\_ms\_buff);

uart\_send\_d sum\_tim

results[(int) tries\_counter] = timer\_ms\_buff; sum\_timer\_ms += timer\_ms\_buff; tries\_counter++; timer\_ms = 0;

led\_line = leds\_random\_line();



display\_on = 0;

display\_off();

display\_off();

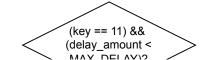
active = 0;

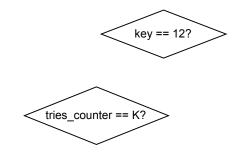
leds\_off();

\_delay\_ms(OTHER\_KEYS\_DELAY);

(key == 10) && (delay\_amount > MIN\_DELAY)?

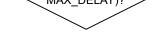
delay\_amount -=
 DELAY\_STEP;



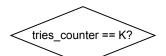


data(results, K, er\_ms / K);

\_delay\_ms(OTHER\_KEYS\_DELAY);



delay\_amount +=
 DELAY\_STEP;



display\_set\_long(sum\_timer\_ms / K);

leds\_off();

active = 0;

\_delay\_ms(delay\_amount);

