ATTENTION! Please answer the following question in your lab report! Points will be allocated for the answers!

Hidden Question #1/2: (found in lab8.sv)

What are the advantages and/or disadvantages of using a USB interface over PS/2 interface to connect to the keyboard? List any two. Give an answer in your Post-Lab.

Hidden Question #2/2: (found in ball.sv)

Notice that Ball\_Y\_Pos is updated using Ball\_Y\_Motion.

Will the new value of Ball\_Y\_Motion be used when Ball\_Y\_Pos is updated, or the old?

What is the difference between writing

"Ball\_Y\_Pos\_in = Ball\_Y\_Pos + Ball\_Y\_Motion;" and

"Ball\_Y\_Pos\_in = Ball\_Y\_Pos + Ball\_Y\_Motion\_in;"?

How will this impact behavior of the ball during a bounce, and how might that interact with a response to a keypress? Give an answer in your Post-Lab.