PAP Aufgabe 2

Globals

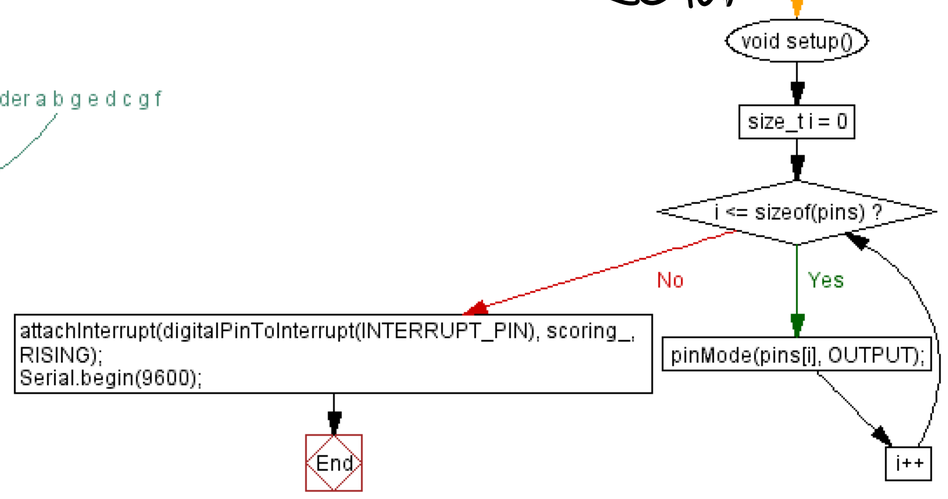
```
#define A 13
#define B 12
#define C 11
#define D 10
#define E 9
#define F 8
#define G 7
#define POINTS_TO_END_THE_GAME 10
```

order a b g e d c g f

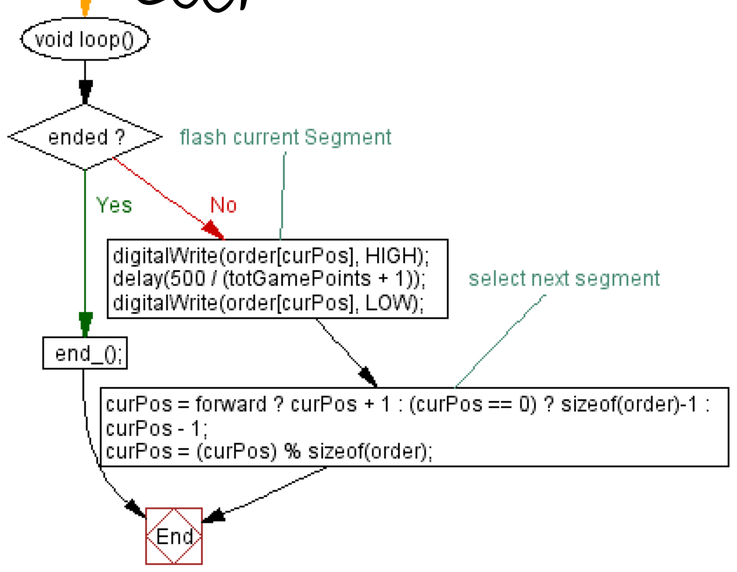
```
char order[8] = {A, B, G,
E, D, C, G, F};
char pins[7] = {A, B, C, D, E, F, G};
const byte INTERRUPT_PIN = 2;
const byte P1_PIN = 5;
const byte P2_PIN = 6;
size_t totGamePoints = 0;
size_t pointsP1 = 0;
size_t pointsP2 = 0;
volatile bool ended = false;
volatile bool forward = true;
volatile size_t curPos = 0;
```

End

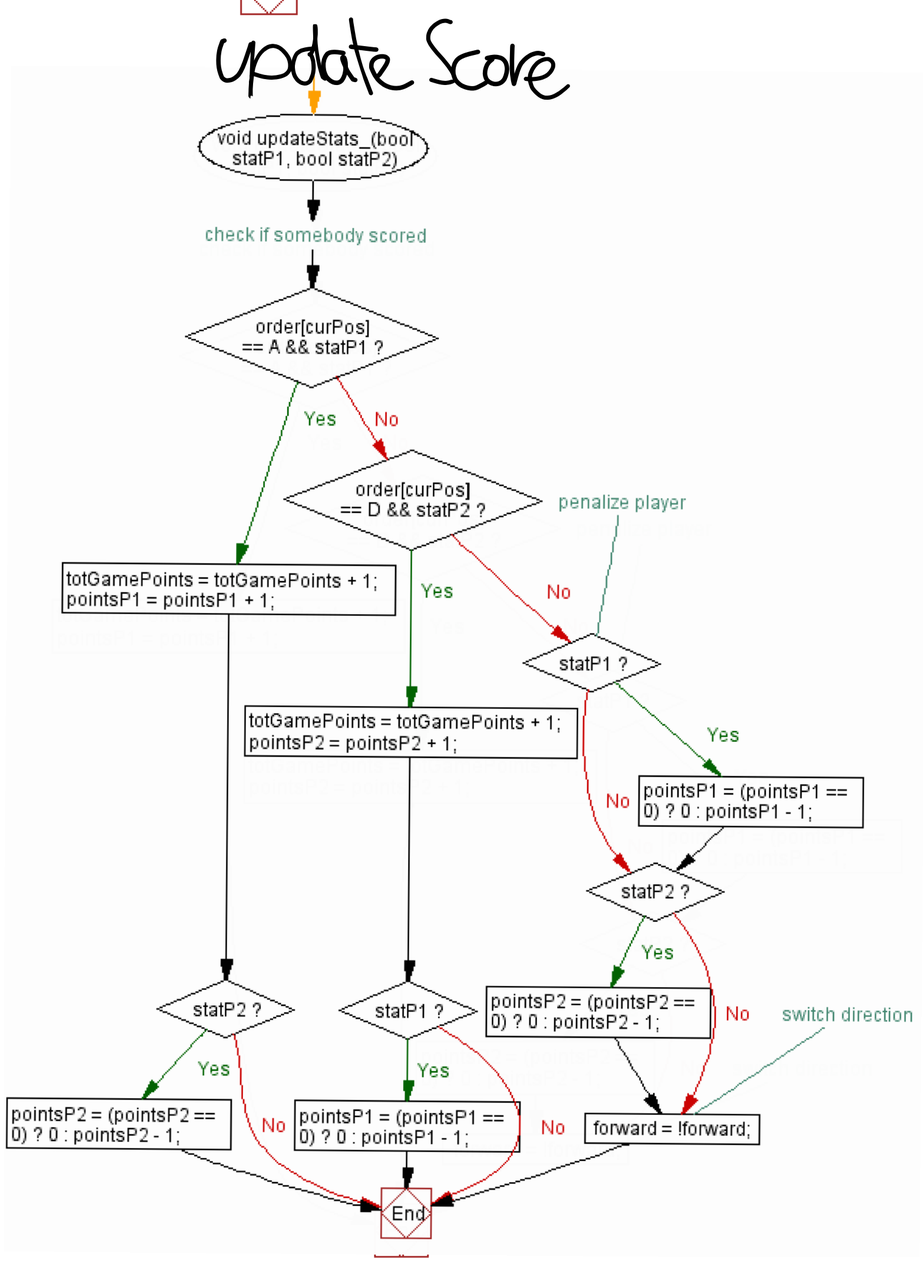
Setup



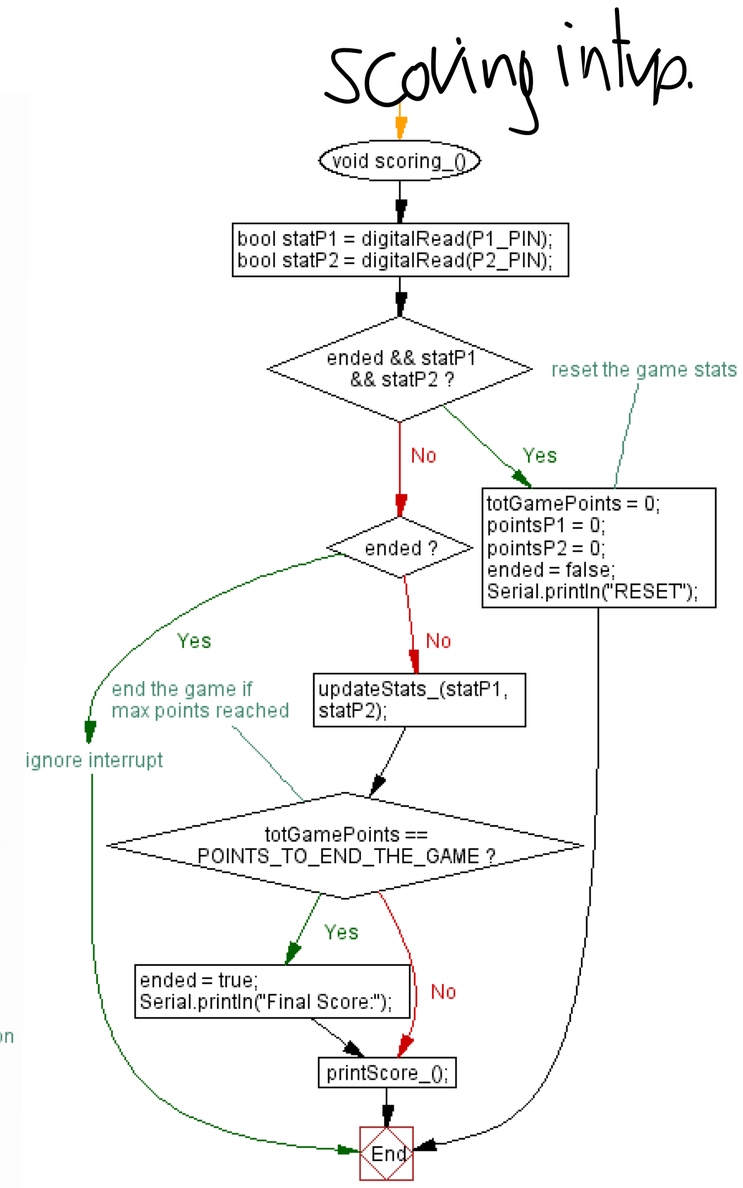
Loop



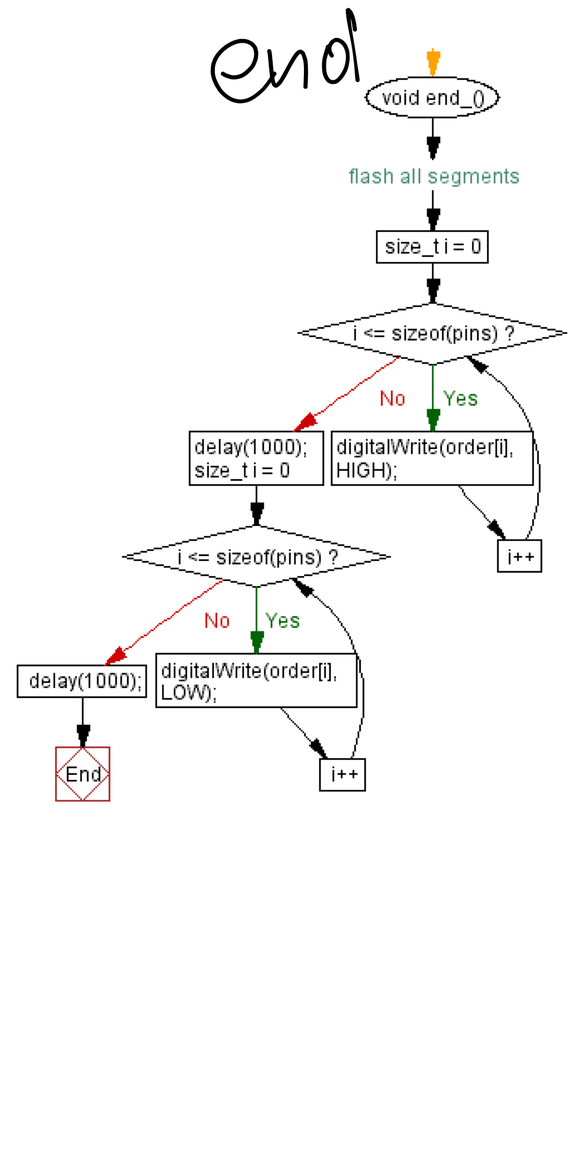
updateScore



scoring intyp.

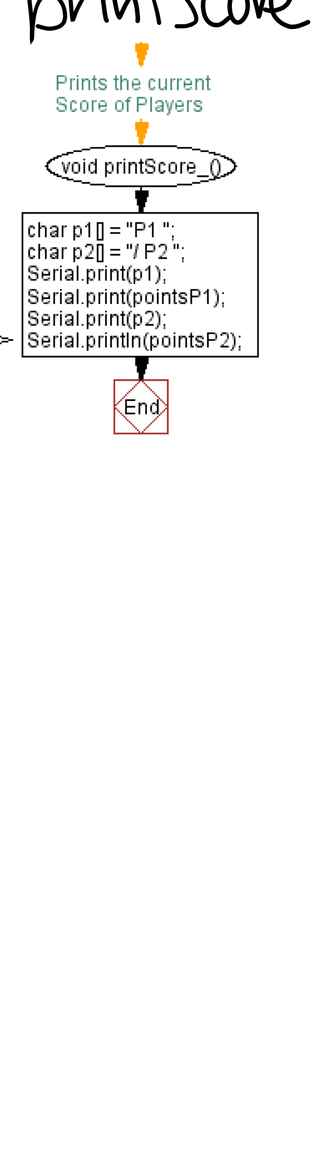


end()

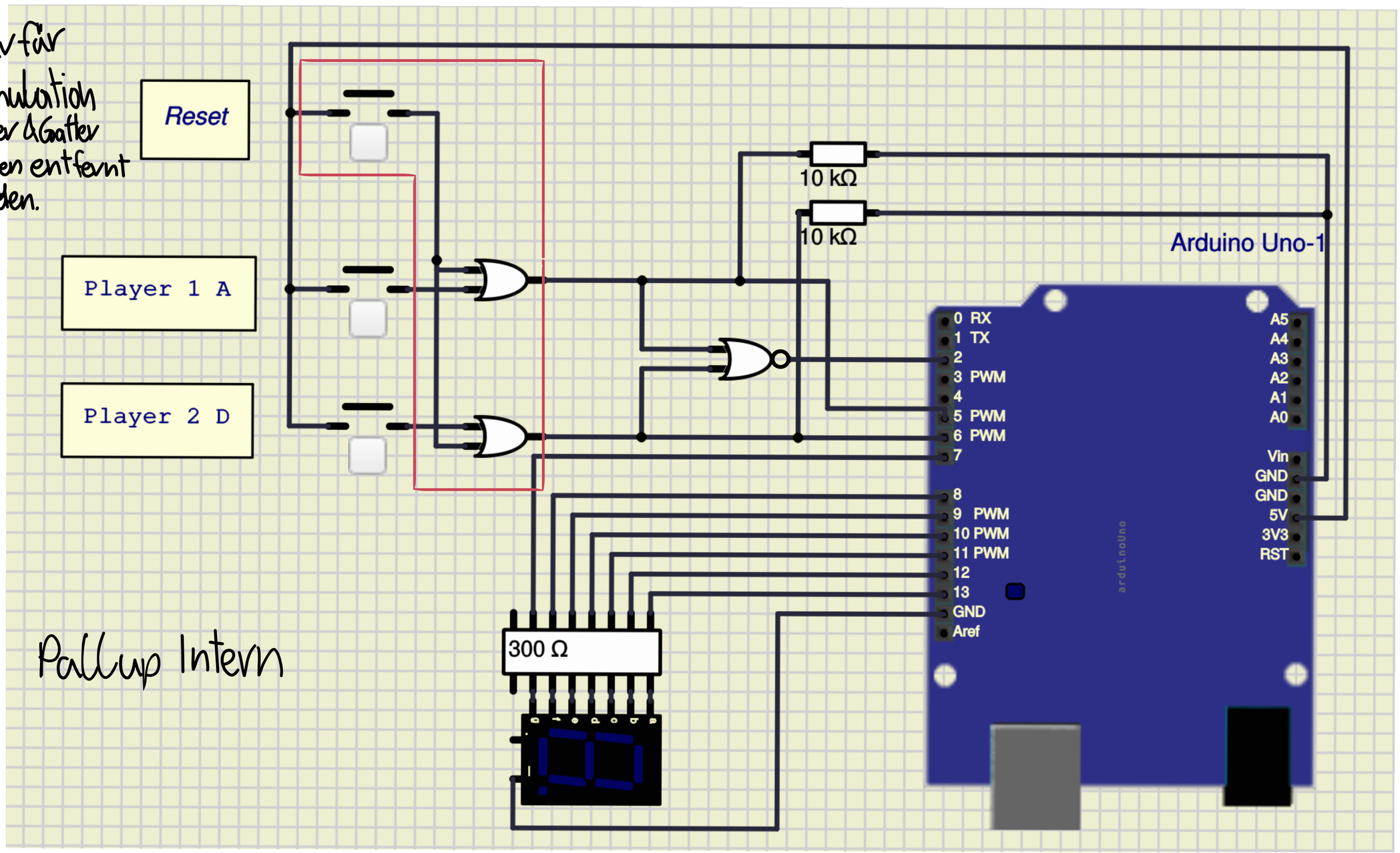


printScore

Prints the current Score of Players



Nur für Simulation Taster & Gatter können entfernt werden.



Pullup Intern