

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
```

Setup

void setup()

size_ti = 0

i <= sizeof(pins) ?

pinMode(pins[i], OUTPUT);

i++

attachInterrupt(digitalPinToInterrupt(INTERRUPT_PIN), scoring_, RISING);

Serial.begin(9600);

End

Loop

void loop()

ended ?

Yes

end_0;

curPos = forward ? curPos + 1 : (curPos == 0) ? sizeof(order)-1 : curPos - 1;

curPos = (curPos) % sizeof(order);

End

flash current Segment

digitalWrite(order[curPos], HIGH);

delay(500 / (totGamePoints + 1));

digitalWrite(order[curPos], LOW);

select next segment

End

printScore

Prints the current Score of Players

void printScore_0

char p1[] = "P1 ";

char p2[] = "P2 ";

Serial.print(pointsP1);

Serial.print(p2);

Serial.println(pointsP2);

End

update Score

void updateStats_(bool statP1, bool statP2)

check if somebody scored

order[curPos] == A && statP1 ?

Yes

order[curPos] == D && statP2 ?

Yes

totGamePoints = totGamePoints + 1;

pointsP1 = pointsP1 + 1;

statP1 ?

Yes

totGamePoints = totGamePoints + 1;

pointsP2 = pointsP2 + 1;

statP2 ?

Yes

pointsP2 = (pointsP2 == 0) ? 0 : pointsP2 - 1;

pointsP1 = (pointsP1 == 0) ? 0 : pointsP1 - 1;

forward = !forward;

End

scoring intup.

void scoring_0

bool statP1 = digitalRead(P1_PIN);

bool statP2 = digitalRead(P2_PIN);

ended && statP1 && statP2 ?

Yes

ended ?

Yes

updateStats_(statP1, statP2);

totGamePoints == POINTS_TO_END_THE_GAME ?

Yes

ended = true;

Serial.println("Final Score:");

printScore_0;

End

end

void end_0

flash all segments

size_ti = 0

i <= sizeof(pins) ?

Yes

digitalWrite(order[i], HIGH);

i++

delay(1000);

digitalWrite(order[i], LOW);

End

Nur für Simulation
Taster & Gatter
können entfernt
werden.

Reset

Player 1 A

Player 2 D

Pullup Intern

