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#include "Proj_2B_header_file.h"

unsigned int PRN; //Global memory location used to store "pseudo random numbers"
char Dimmer_control;

int main (void){
    setup_HW;
    wdt_enable(WDTO_250MS); //Following a WD reset the PRN is re-initialised to 0xFFFF

    config_sw1_and_sw2_for_PCI; //SW1 is not used

    UCSR0B |= (1 << RXCIE0); //Set up interrupt on key press
    Dimmer_control = 1;
    sei();

    while(1){ //Infinite while loop

        PRN = PRN_16bit_GEN (0); //Generate a new PRN using the previous value as input
        I2C_Tx_2_integers(PRN, (PRN<<1)); //Display two "pseudo random numbers"
        Timer_T0_10mS_delay_x_m(10); //Pause before repeating
        wdr(); //Reset the watchdog timer which avoids the possibility
        //of a reset for another 250ms

        /*****/
        ISR(PCINT2_vect)
        {if (switch_2_up)return; else while(1);} //If switch_2 is pressed put program execution on hold
        //The watchdog timer will not be reset and will "time out"

        /*****/
        ISR(USART_RX_vect){
            receiveChar();
            I2C_Tx(1, 'Q', &Dimmer_control);}

    /*Local version of subroutine "I2C_Tx()"""

    void I2C_Tx_local(char num_bytes, char mode, char* s){
        waiting_for_I2C_master; //Turn on I2C slave and await call from master
        send_byte_with_Ack(num_bytes); //send data byte, request acknowledgement
        send_byte_with_Ack(mode);
        for (int m = 0; m < num_bytes; m++){
            if (m==num_bytes-1){send_byte_with_Nack(s[m]);} //Last byte, no acknowledgement needed
            else {send_byte_with_Ack(s[m]);}}
        TWCR = (1 << TWINT);} //Clear interrupt and close I2C slave*/
}
```