```c
/*Proj_1C1_Pin_Change_Interupt
*****************************************************************

A SLIGHT VARIATION ON PROGRAM 3 THE REACTION TIME TESTER.
INTRODUCES the statement "if(m == 1)" which means execute the next statement if m equals 1, and
if it equals anything else skip the next statement.
*/



#include "Proj_1C1_header_file.h"



unsigned int PORT_1, mask;
char switch_control;                //Prevents rapid switch_3 presses from shooting leds down at random

int main (void){
setup_HW;
config_sw3_for_PCI;

mask = 0xFFFF;                      //0xFFFF = 0b1111111111111111 indicating that none of the leds have yet been shot down
switch_control = 0;
sei();
while(mask){
PORT_1=1;

for(int m = 1; m < 17; m++){
if(m == 1)switch_control = 0;      //Set switch_control to zero at the start of each sweep
I2C_Tx_2_integers
(PORT_1 & mask, (~mask) ^ PORT_1);

Timer_T0_10mS_delay_x_m(10);
PORT_1 = (PORT_1 << 1);
}}I2C_Tx_2_integers(0, 0xFFFF);
Timer_T0_10mS_delay_x_m(100);
SW_reset;}



/***************Routine executed every time that switch is  operated***************************************/

ISR(PCINT0_vect) {
if(switch_3_up)return;
if (switch_control) return;        //Return early if "switch_control" is 1
mask &= ~PORT_1;
switch_control = 1;}               //Set switch conrol to 1.
```