

### Lab 3 Report

In this lab, we were introduced to coding using switch statements and writing each tick as a function. The logic for this lab was pretty straightforward. The only hard part about this lab was coding it using switch statements. We were confused by the way zybook did it, but once we realized that we had to write two switch statements, one to set up the states, and one to set up what happens at those states, we realized how easy it was to take the state machine to C code. In this lab, Abraham did the first three exercises. Both partners worked on the challenge exercises which includes the debugging of the state machine in C. Our only real problem we ran into other than coding the state machine in C was figuring out our logic errors in the switch statements in some states, we were not properly traversing to the next state, and we didn't properly set the proper variables correctly. Once we debugged where we went wrong, the lab exercises were pretty easy.