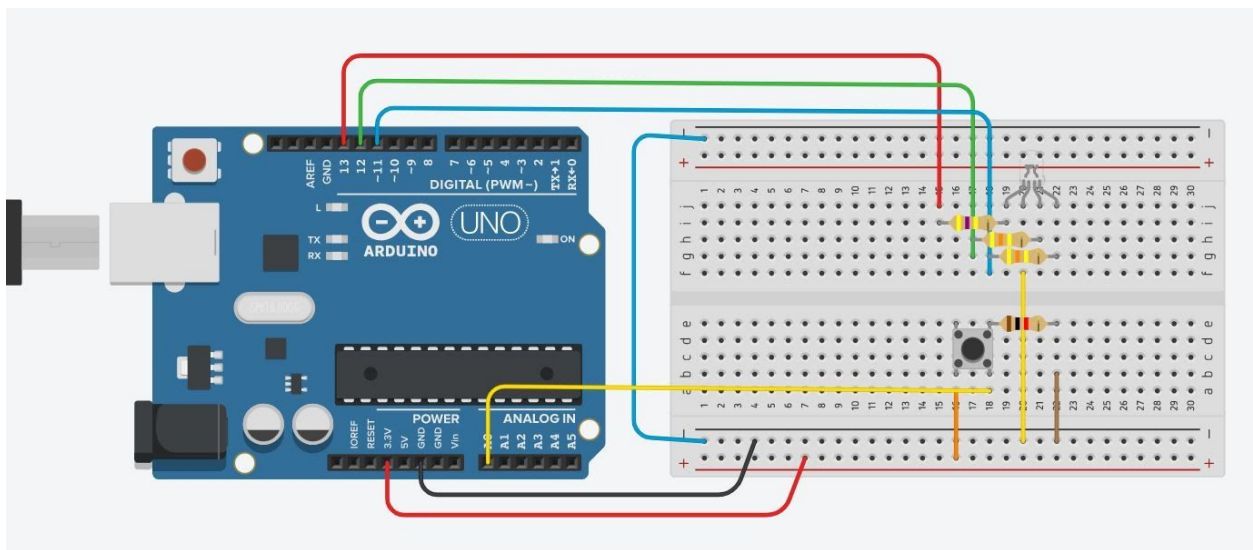


Ashley
Art 385
Simple State Machine

Assignment

Building from the previous LED complexity assignment, create a state machine to turn on a LED(s) after four button presses. Any actions that happen after the fourth press is up to the coder.

Schematic



Reflection

After having had another class and having more time to feel out both the hardware and arduino coding I felt much more confident and less frustrated working on this assignment. I'm still adjusting and trying to get on top of all my classes, but I'm getting there. I'm also mainly over my sore throat so I'm getting my energy back as slow going as it is.