

Lab7

Due Dec 8 by 5pm


Points 100

Submitting a file upload

File Types c

Available Nov 2 at 12am - Dec 8 at 5pm

This assignment was locked Dec 8 at 5pm.

[Lab Manual](https://docs.google.com/document/d/1RHprUHeOhOeRKCKRVbZnSvL-XyhIQjXxu5jk1F6iuDM/edit?usp=sharing)  [\(https://docs.google.com/document/d/1RHprUHeOhOeRKCKRVbZnSvL-XyhIQjXxu5jk1F6iuDM/edit?usp=sharing\)](https://docs.google.com/document/d/1RHprUHeOhOeRKCKRVbZnSvL-XyhIQjXxu5jk1F6iuDM/edit?usp=sharing)

Some Rubric (1)

Criteria	Ratings		Pts
Button Presses are Detected Correctly	5 pts Full Marks	0 pts No Marks	5 pts
Active LED moves in in a clockwise pattern	15 pts Full Marks	0 pts No Marks	15 pts
Game ends if a non-green LED is selected	15 pts Full Marks	0 pts No Marks	15 pts
The Active LED delay decreases when a green LED is selected	15 pts Full Marks	0 pts No Marks	15 pts
All LEDs blink on/off at 1HZ until the button is pressed	15 pts Full Marks	0 pts No Marks	15 pts
The buzzer emits a sound when a green LED is selected	15 pts Full Marks	0 pts No Marks	15 pts
The game restarts correctly when a button has been pressed	10 pts Full Marks	0 pts No Marks	10 pts
Software Demoed on non-Staff Board	10 pts Full Marks	0 pts No Marks	10 pts
Total Points: 100			