

CODE TO NOTE

ARRAY OF STRINGS:

```
const char* array_name [array_
length] =
{"string1", "string2"...};
```

Makes an array of strings. The strings are stored as constants, so they can't be changed once the program starts.

ROUNDING FUNCTION:

```
round(value_to_round);
```

This math function rounds a number up or down to the nearest whole number.

RANDOM FUNCTION:

```
random(min, max);
```

This function takes a set of numbers and generates a pseudo-random number from that set.

BUTTON DEBOUNCE:

```
delay(500);
```

This 500 millisecond delay at the end of the loop adds button debounce so that erroneous button presses are not detected by the RedBoard.

FUNCTIONS TO NOTE

```
generateRandomOrder();
```

Makes an array that is a random ordering of the numbers from 1–25. This is used to display words for the game in a random order.

```
showStartSequence();
```

Shows the category of words on the LCD, then displays a countdown before the game starts.

```
gameOver();
```

Plays a sound and shows the text “Game Over” along with the player’s final score.

```
winner();
```

Shows the text “YOU WIN!” and plays a winning sound.