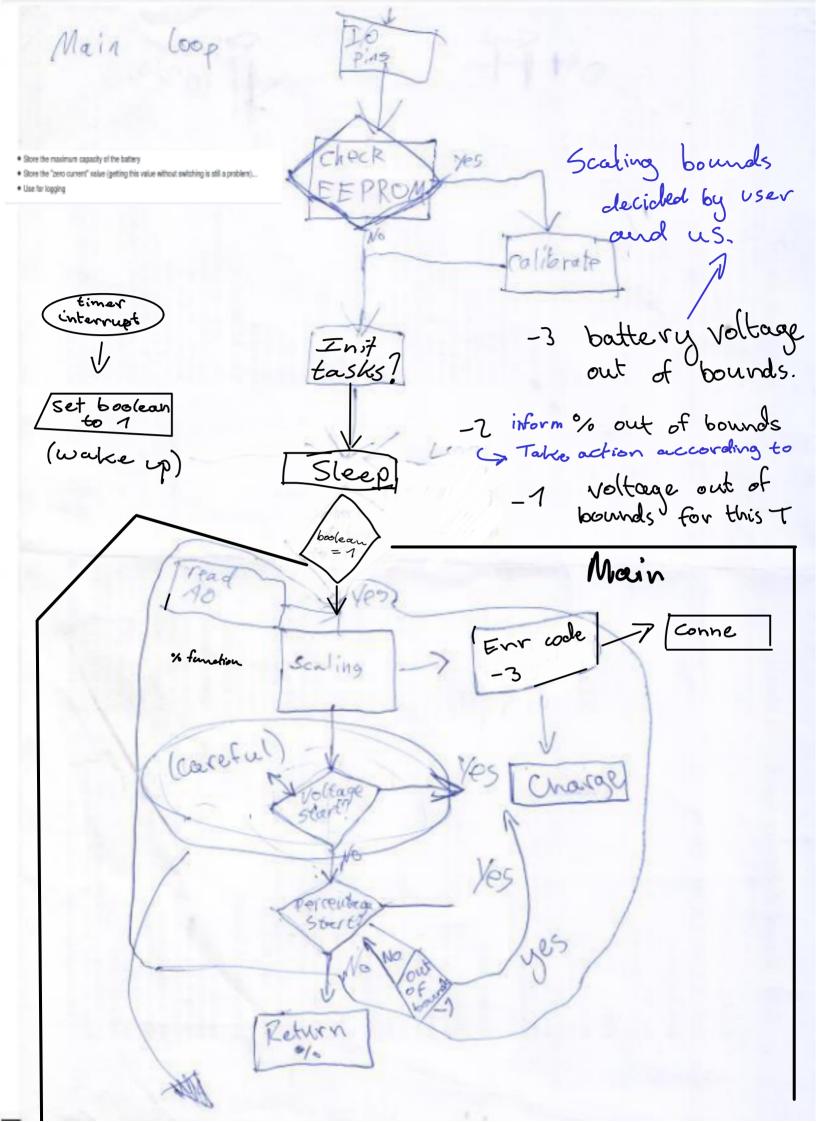
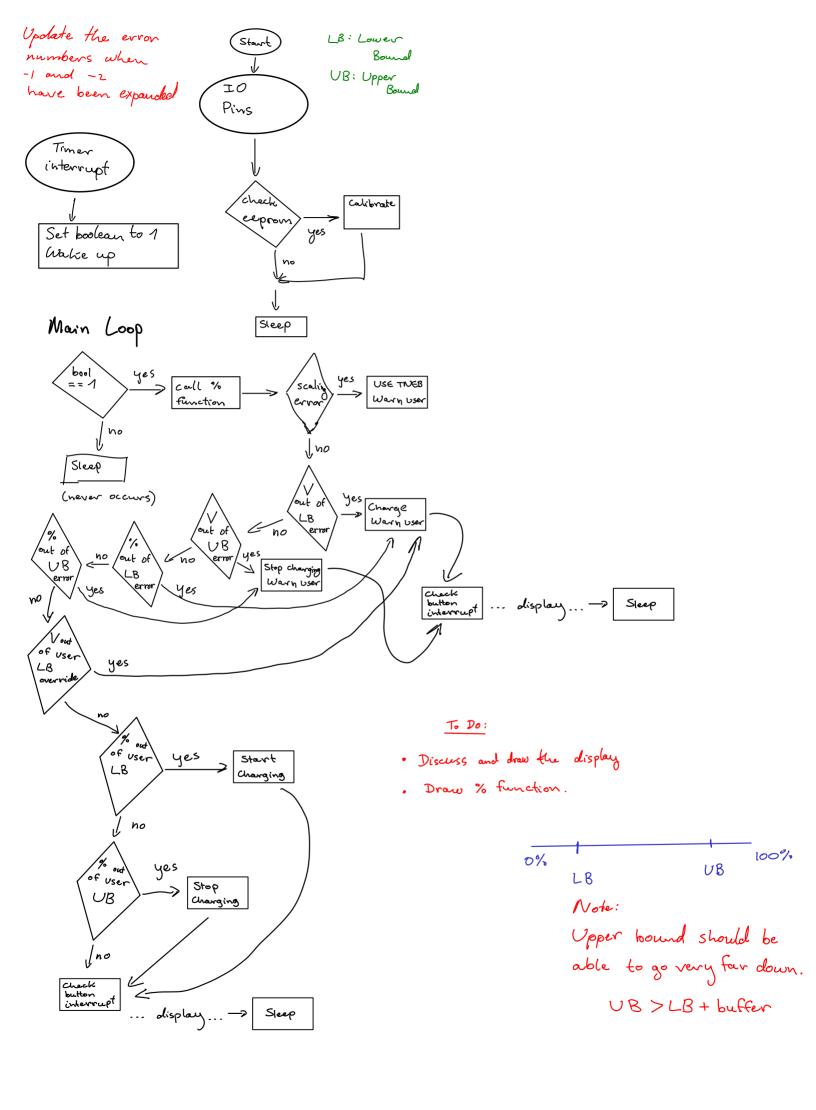
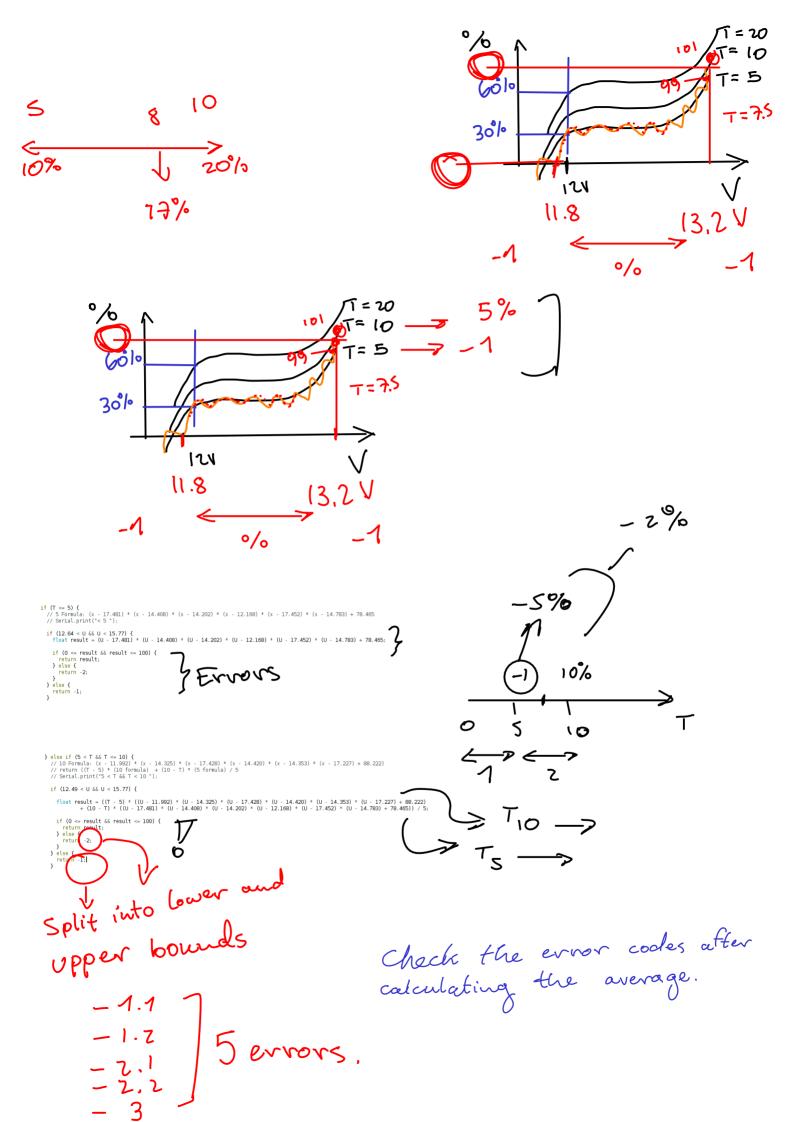
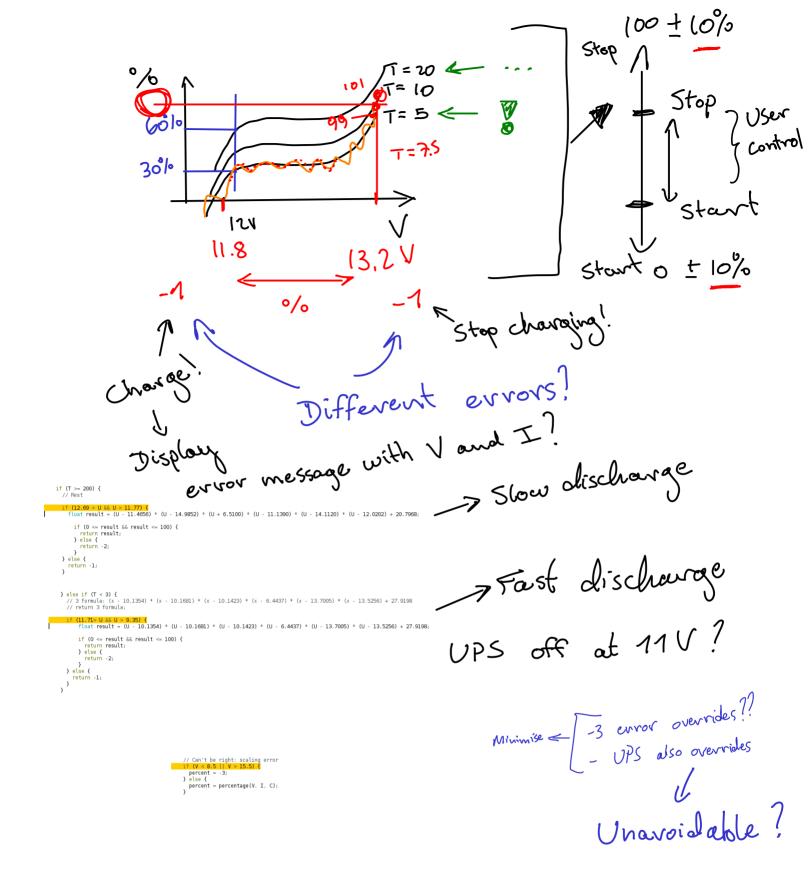
Navigation scroll_ben enter_btn modulo also volatile. # items Update increment meny = sitem Watile Volatile update screen Update gareen Critical Section: increment item Solution: Prioritize ben or disable interrupts (if no prior ititation)

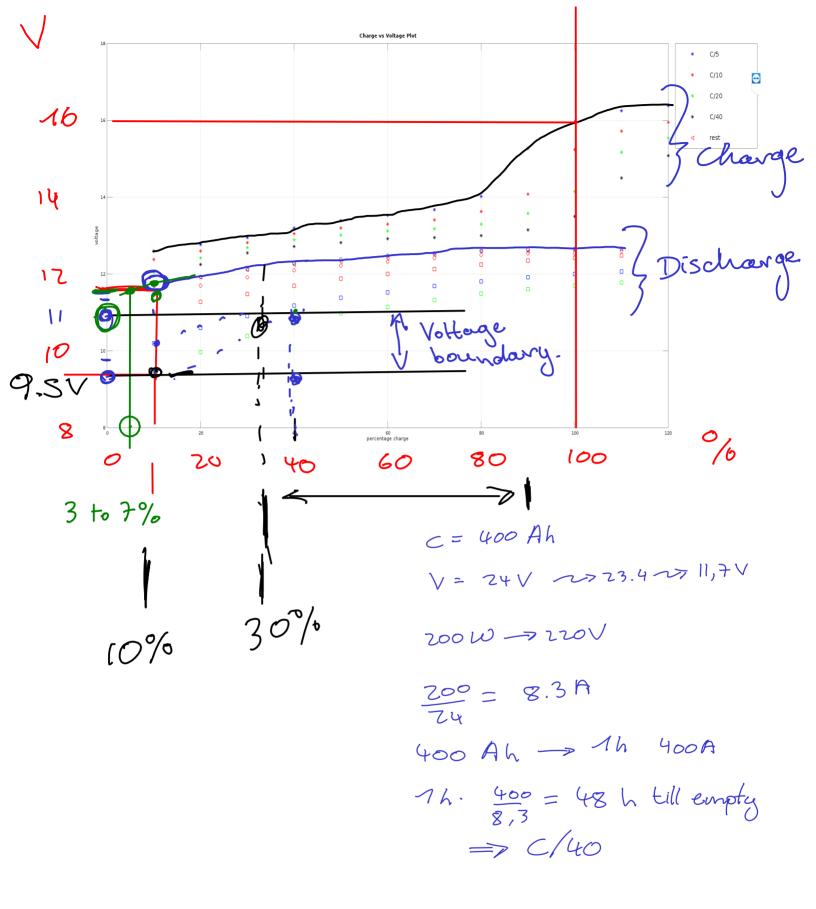




000 returns %, V, C Fynction Scaling Time good Pause increment Instead of debounce fercen tage Snæpshot: Reset timer to zero when no TNEB while cend prevent overflow. or temperature)stop. If VDC Vser defined voltage II percent & cuser defined % Yes Switch on No reset fires to 0 If (Vb > y ser def V 11 percent > user defined%) && 1/3 ticks > & user def time Switch off 16 relay







```
// Voltage measurement and scaling
float measuredVoltage = batteryVoltage();
int divisor = (int) (measuredVoltage / 9.5)
if (divisor < 1) {
    divisor = 1;
}

// Scaled voltage:
float V = measuredVoltage / divisor;

// Current measurement - no scaling
float I = currentInAmps();

// Can't be pight: scaling error
if (V 8.9 1 V > 15.5 {
    percent = -3;
} else {
    percent = percentage(V, I, C);
}
```

Not using -3 error to override cheeraing just use it for scaling.

Reason -> Also overrides high side/ Upper bound.

Also more specific ervor message.