Lab 3

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EECE2160 Fall 2017, Section 2

Assignment 1

Wiimote Buttons	Code
A button	48
B button	49
+ button	151
- button	156
Home button	60
1 button	1
2 button	2
Up d-pad	103
Right d-pad	106
Down d-pad	108
Left d-pad	105

The "value" variable represents when the button is pressed down and reset. A "1" indicates that the button is pressed down, and a "0" indicates that the recently pressed button has been reset back to its un-pressed position.

Assignment 2

The file q2.zip should be attached, but if any issues arise, here's an external link to the file: **https://github.com/csstransky/EECE-2160/blob/master/Lab-3/q2.zip**

Assignment 3

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Assignment 4

a) File attached should have q2.mp4, but here's a public link to the video if there's issues playing the file: **https://youtu.be/2w1LdQpXVwY**

b) The file q2.zip should be attached, but if any issues arise, here's an external link to the file: **https://github.com/csstransky/EECE-2160/blob/master/Lab-3/q4.zip**