

Início



Atribuir
Constantes



Inicializar
Variáveis

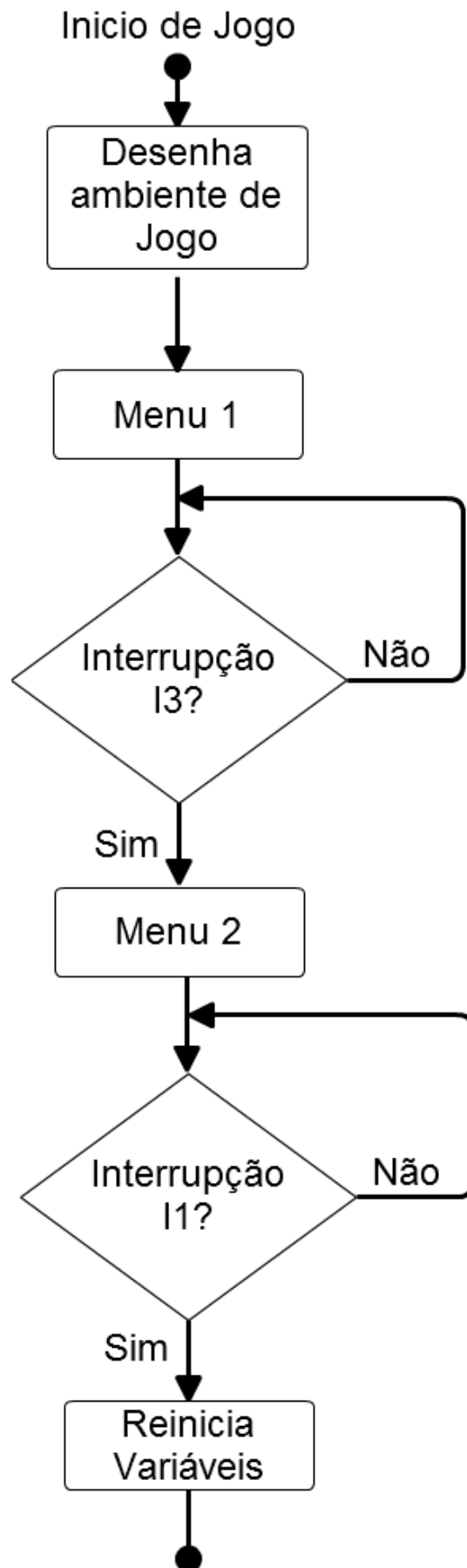


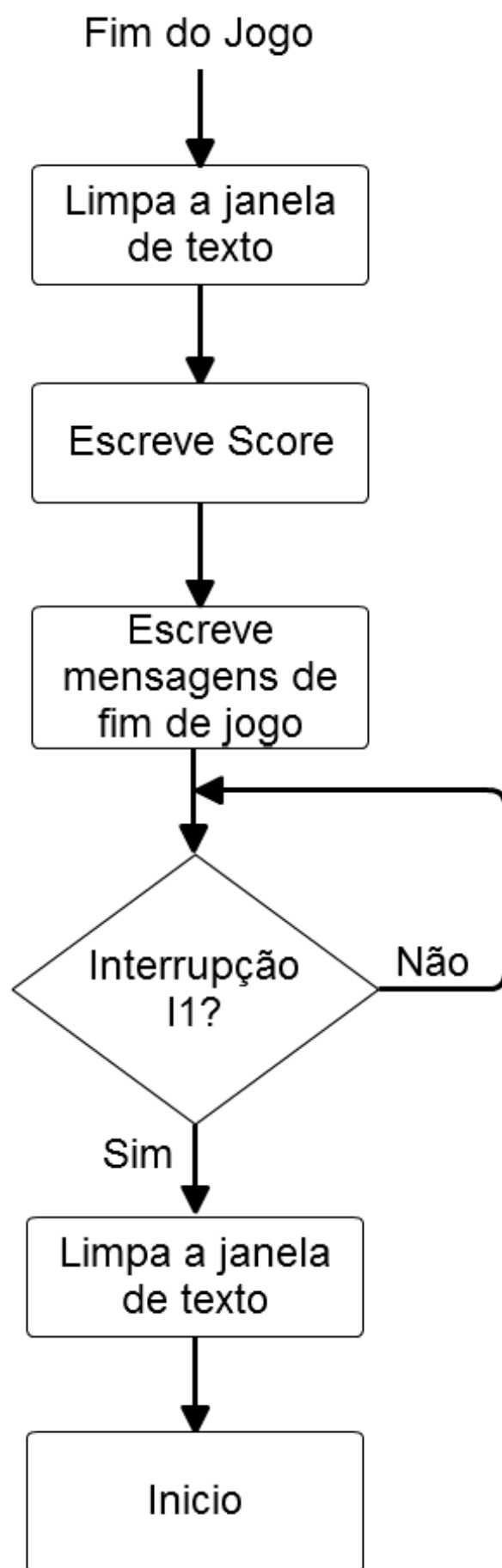
Inicializar
Portos de
Controlo

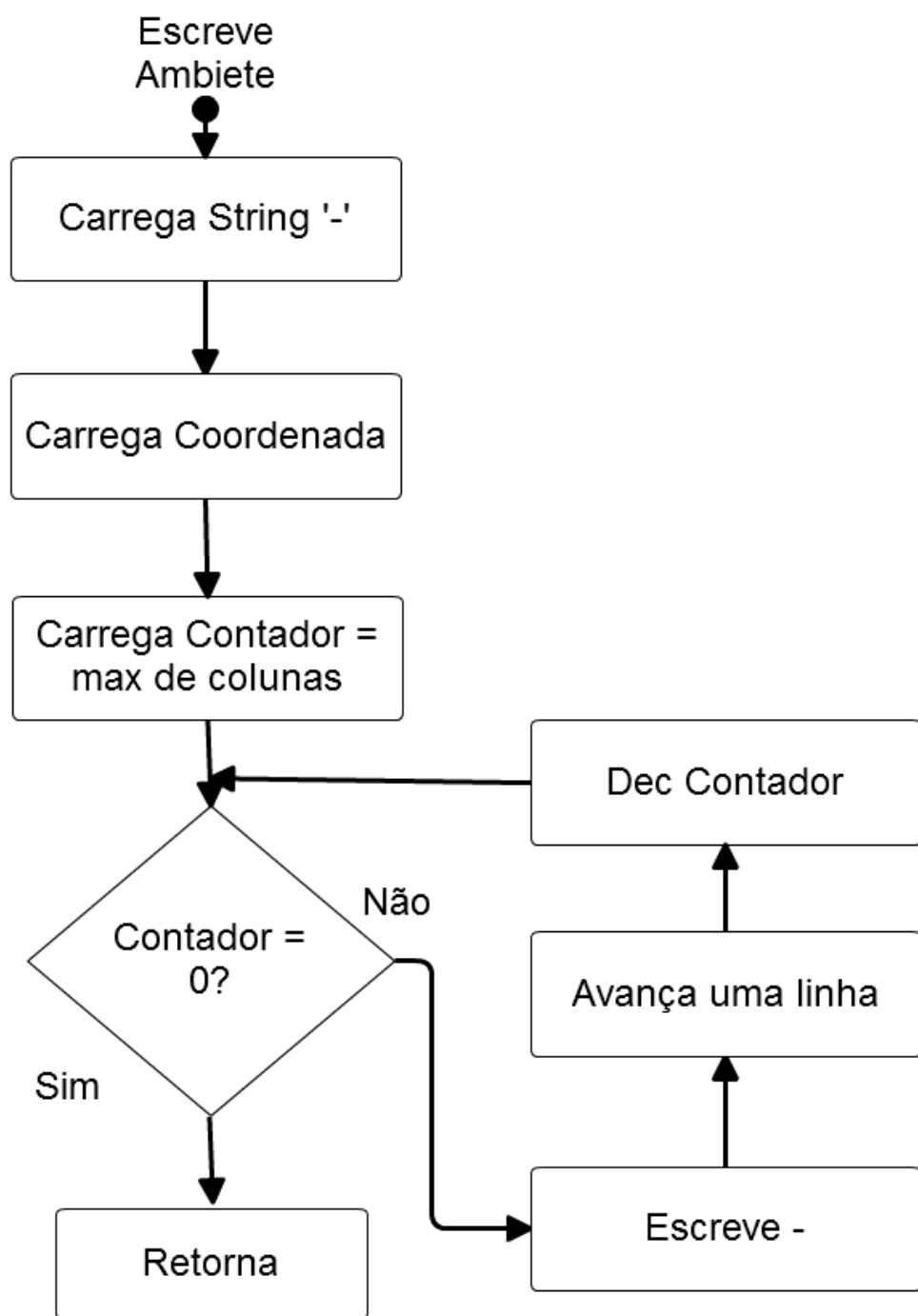


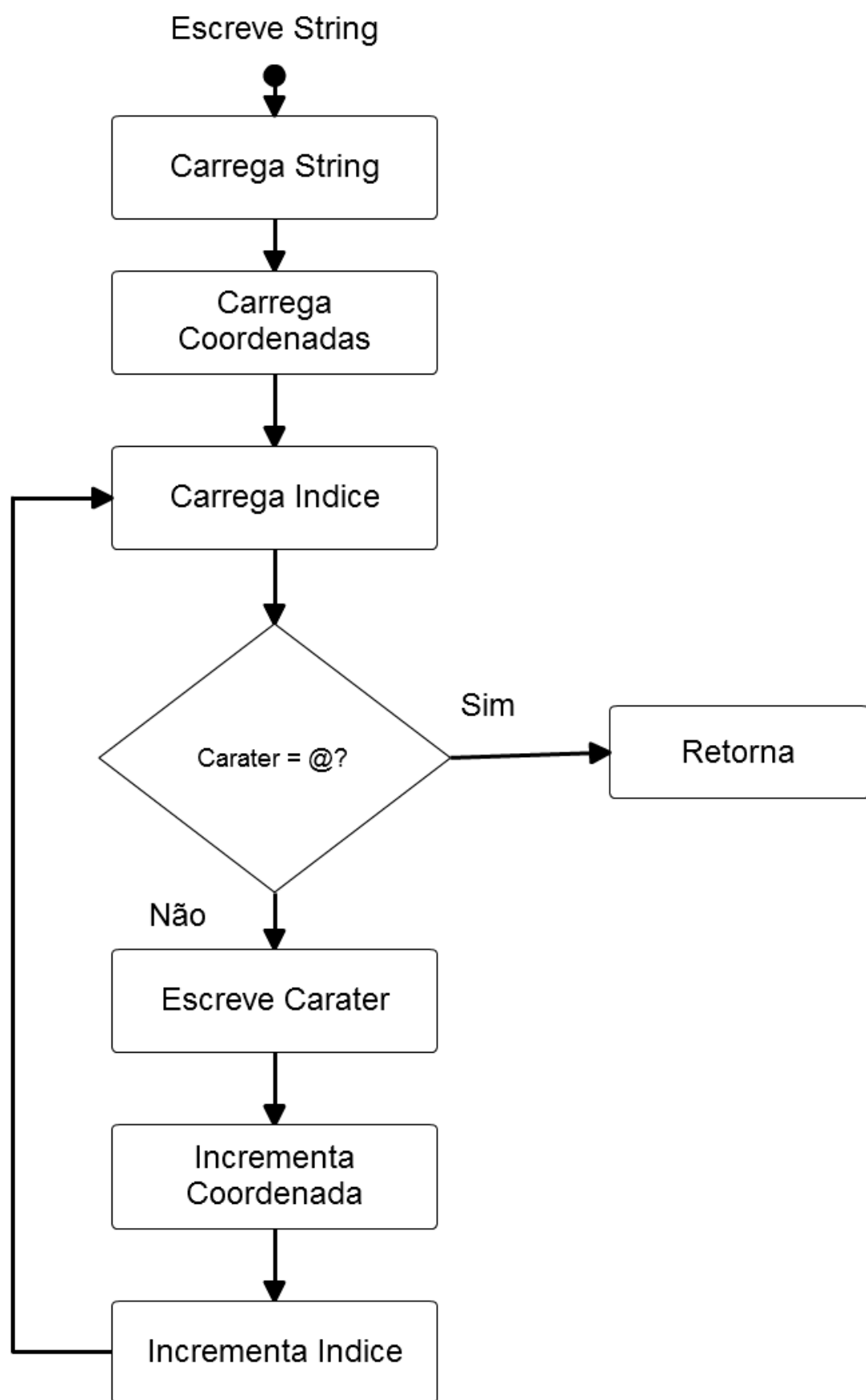
Inicializar
Interrupções



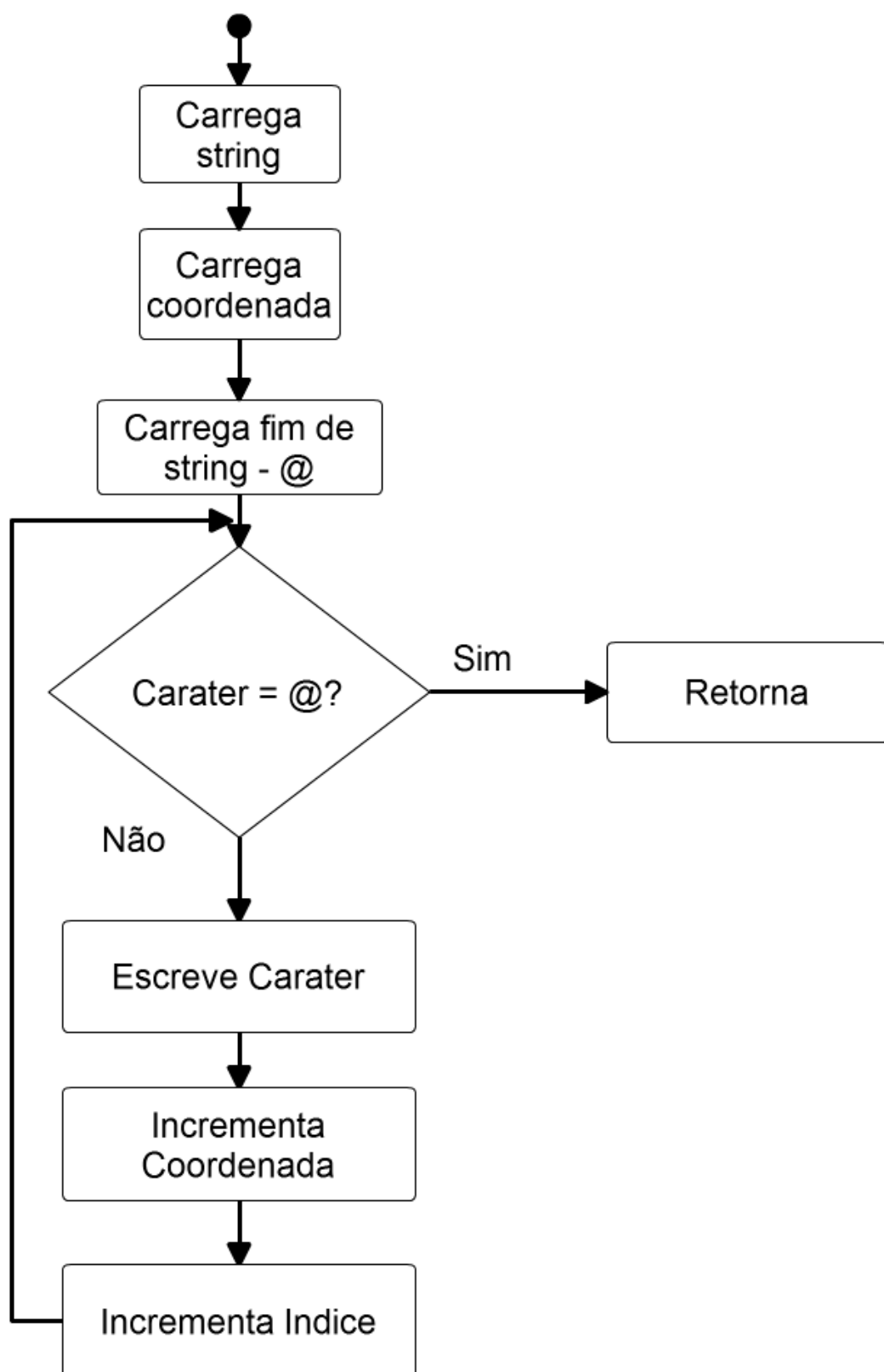


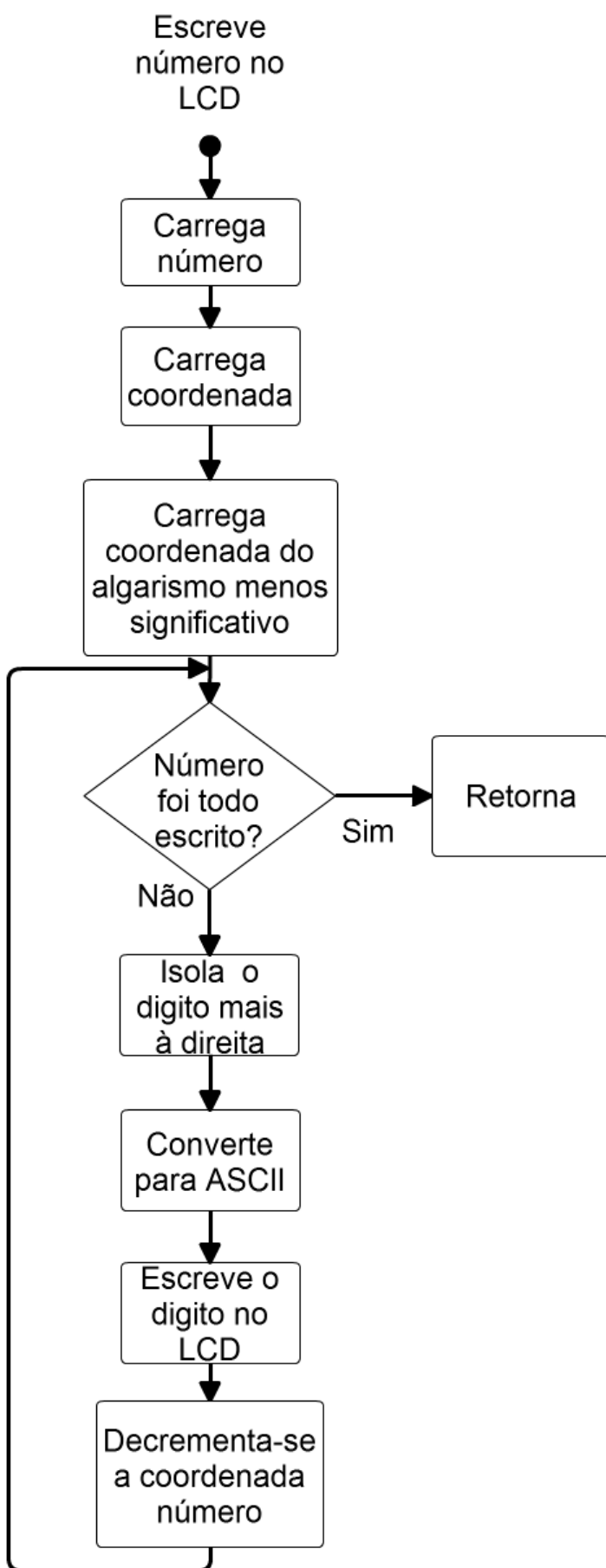






Escreve
string no LCD





Atualiza
Display de 7
segmentos



Carrega
obstáculos
ultrapassados



Carrega
endereço



Converte
hexadecimal
para decimal



Escreve no
Display



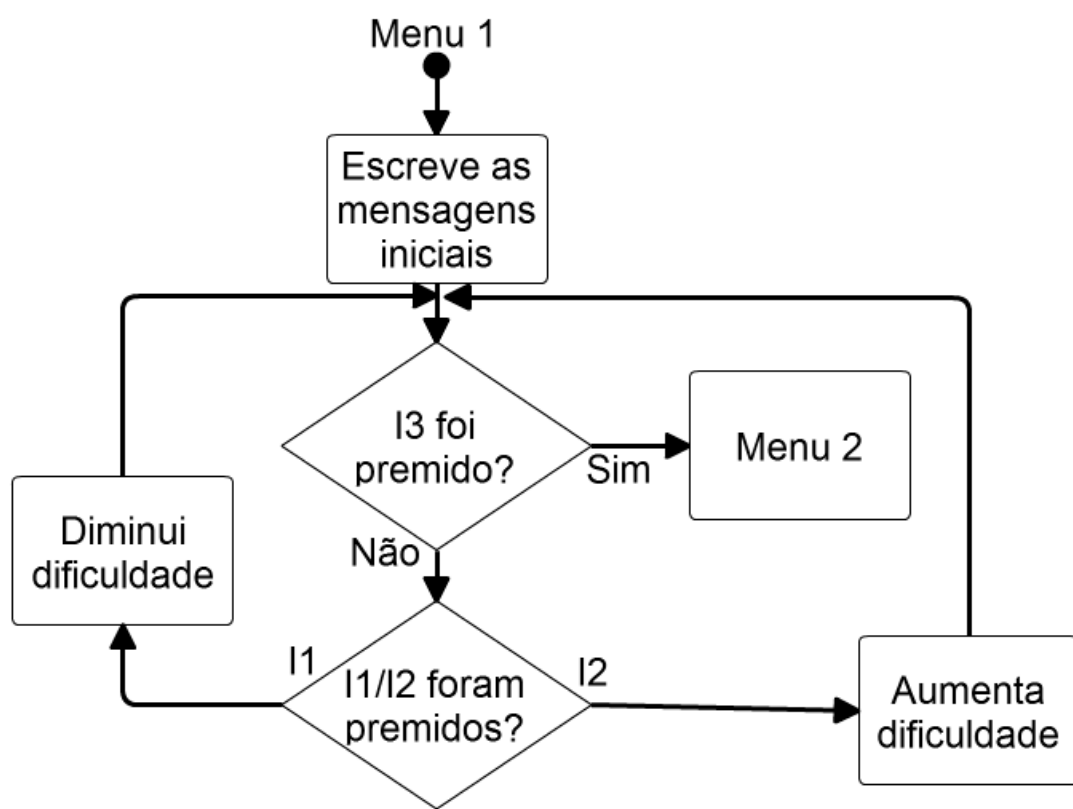
Converte
para ASCII

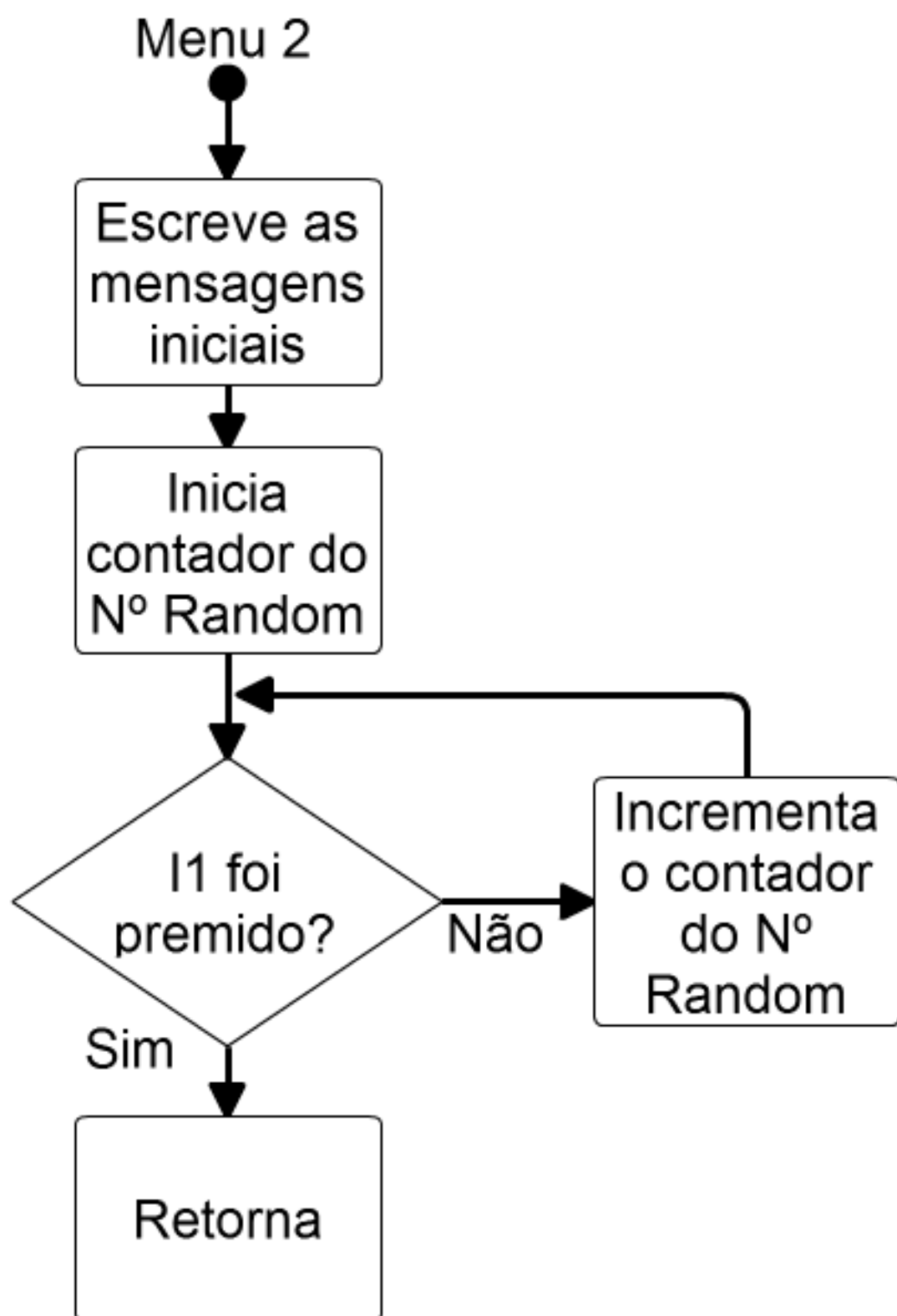


Guarda no
Score



Retorna





Atualiza
Pássaro



Carrega a
posição anterior



Apaga a posição
antiga



Carrega a
próxima posição



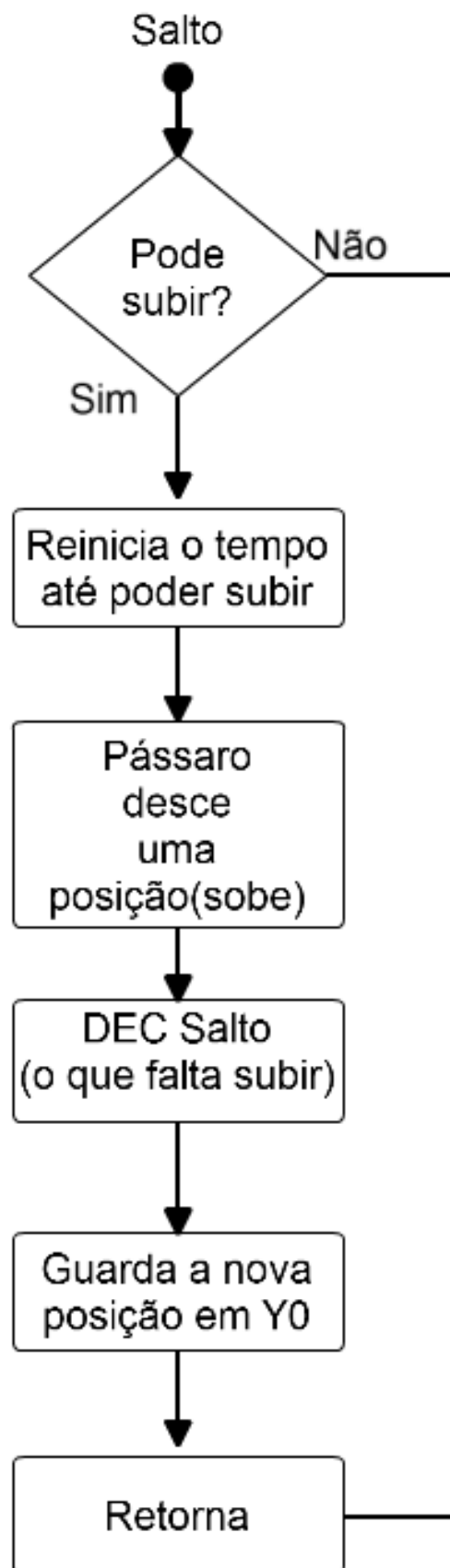
Escreve na nova
posição

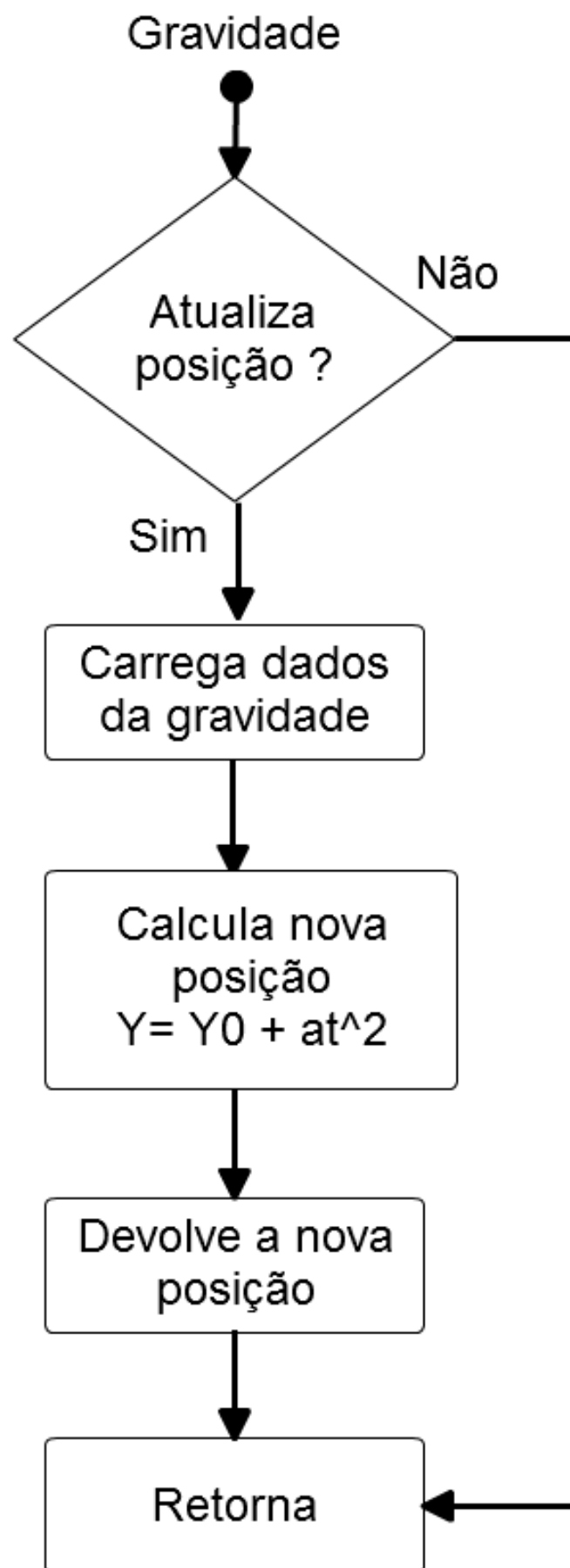


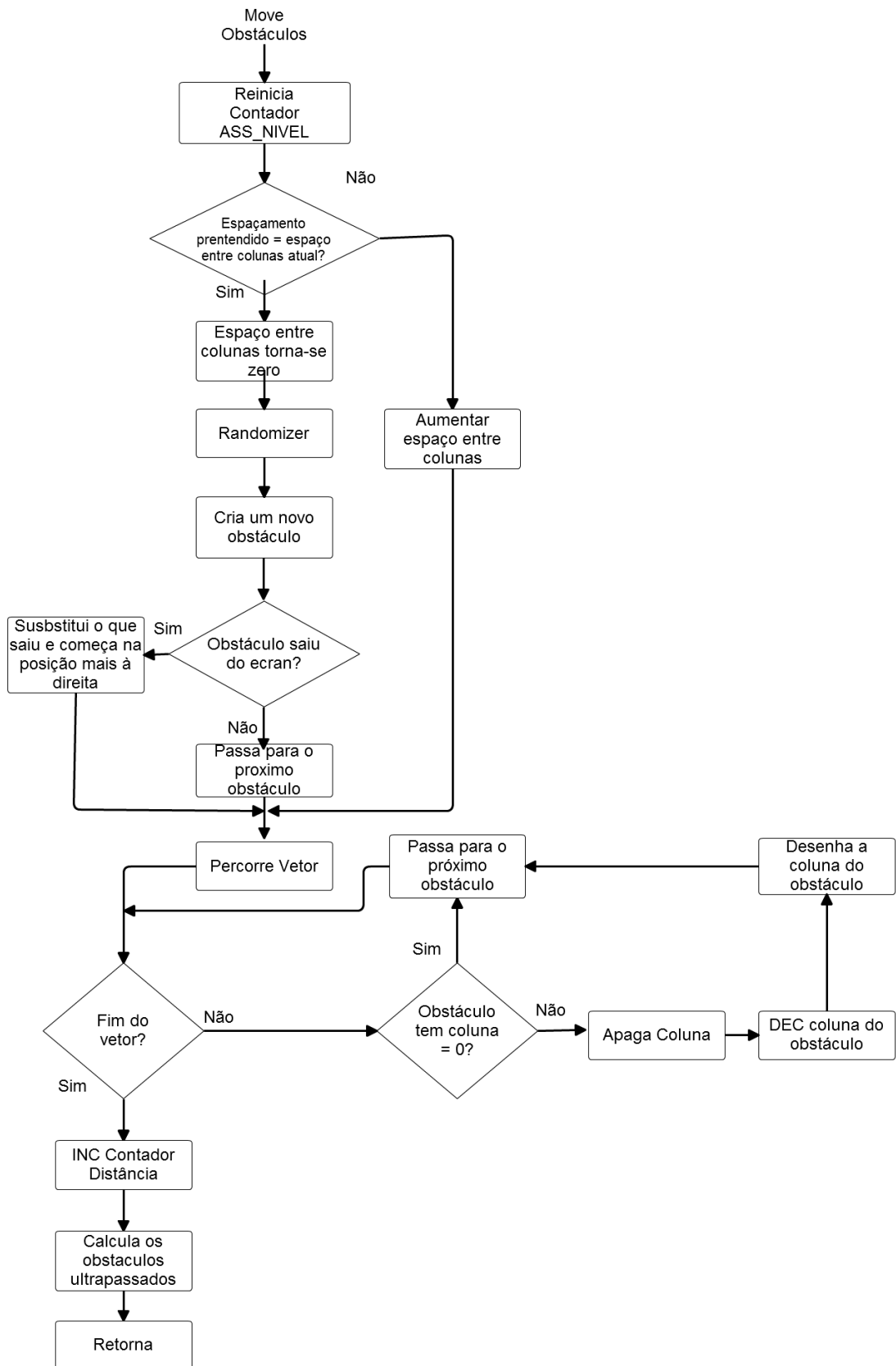
Posição antiga
torna-se igual a
nova atual



Retorna







Distância
Tubos



Incrementa
a distância
percorrida



Calcula os
obstáculos
percorridos através
da distância



Retorna

Atualiza
Displays



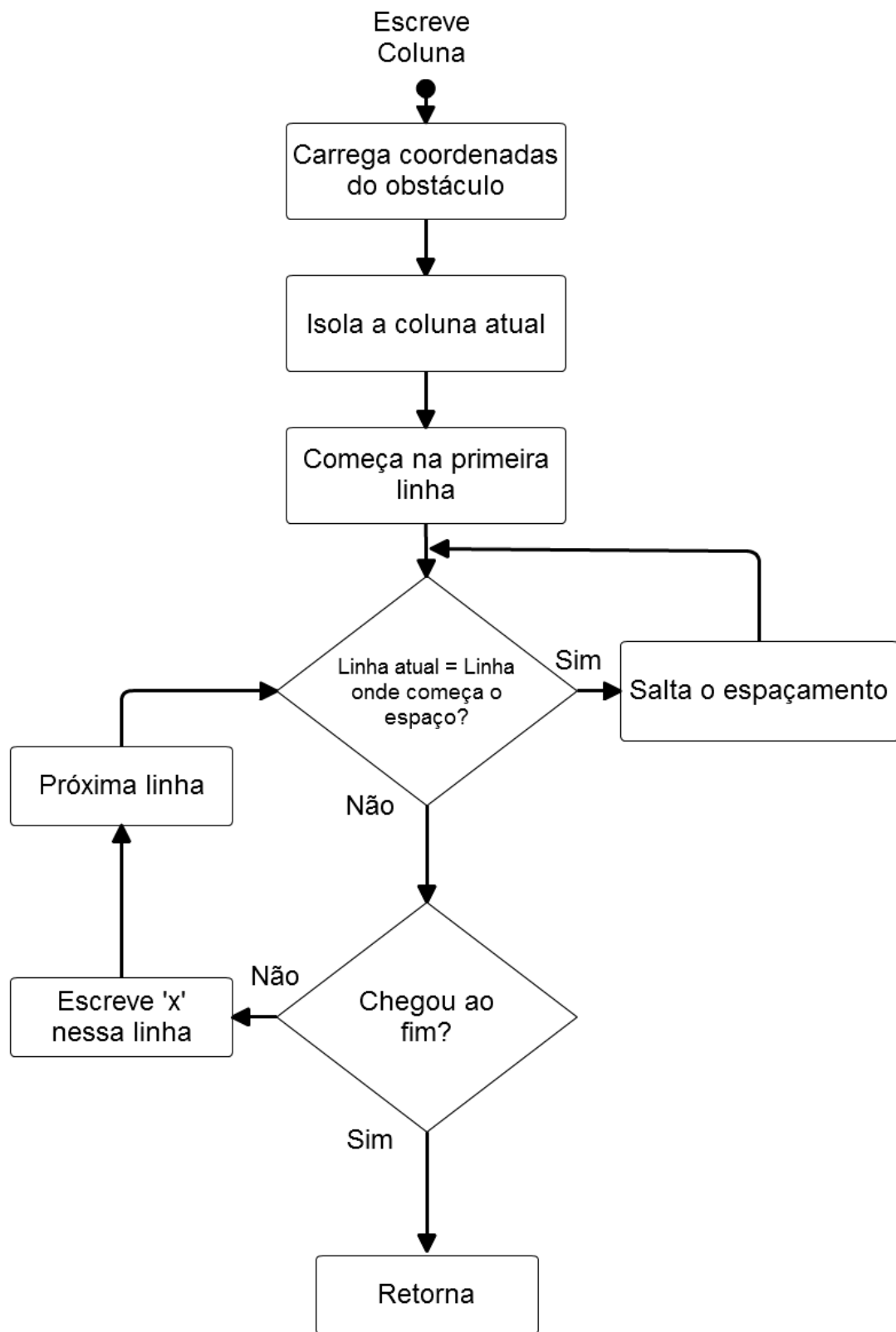
Atualiza distância
no LCD



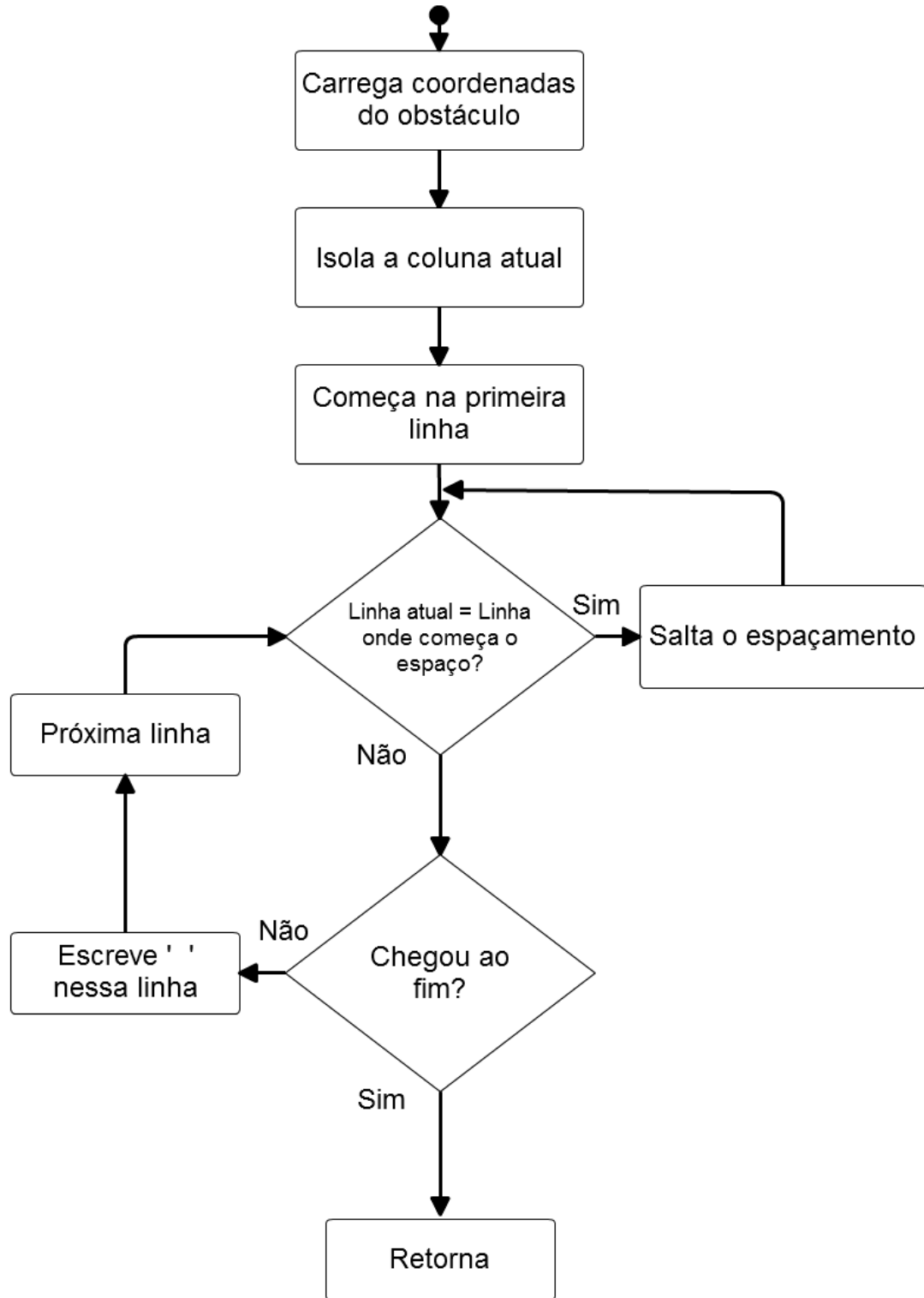
Atualiza obstáculos no
Displ.7 Segmentos

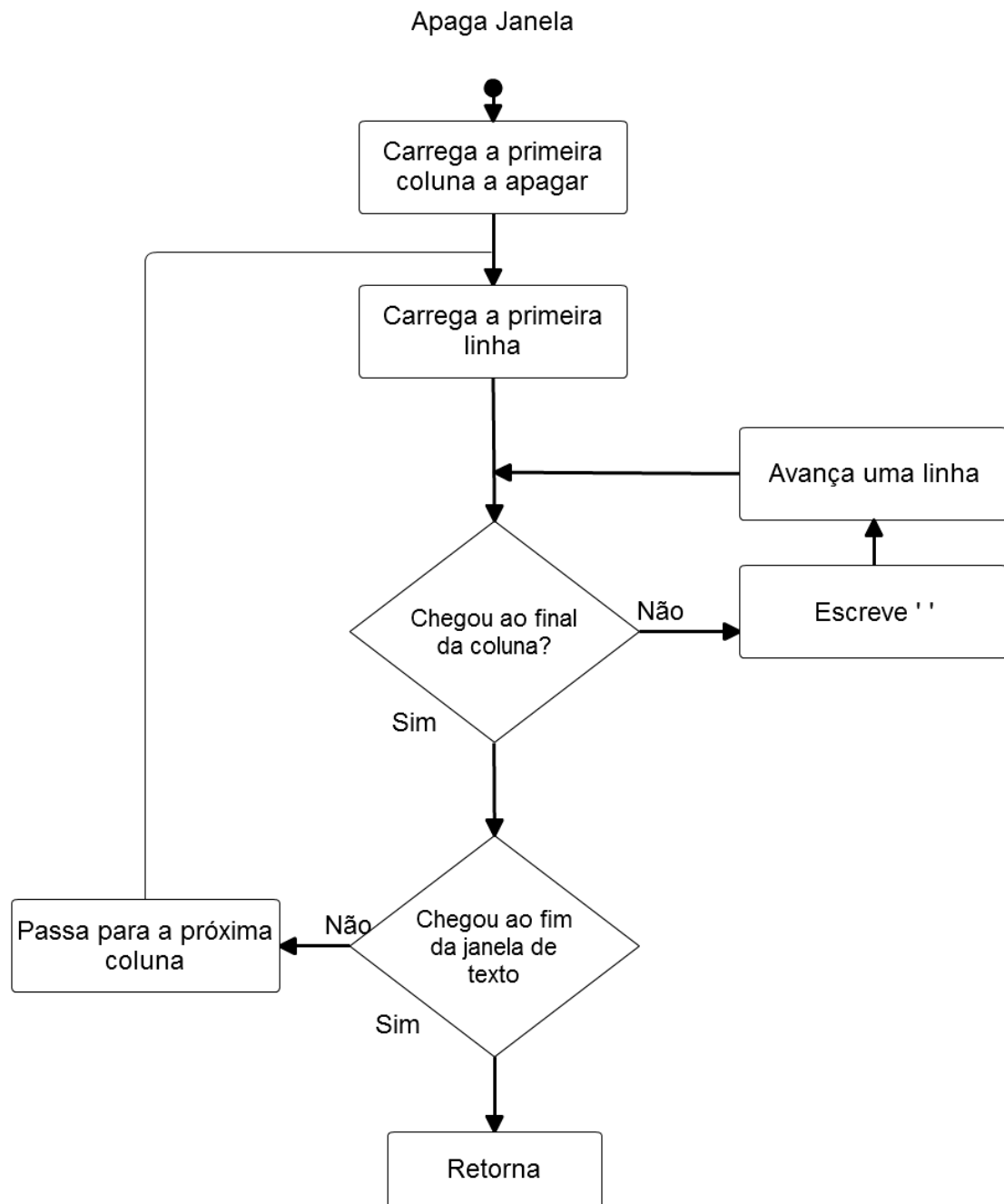


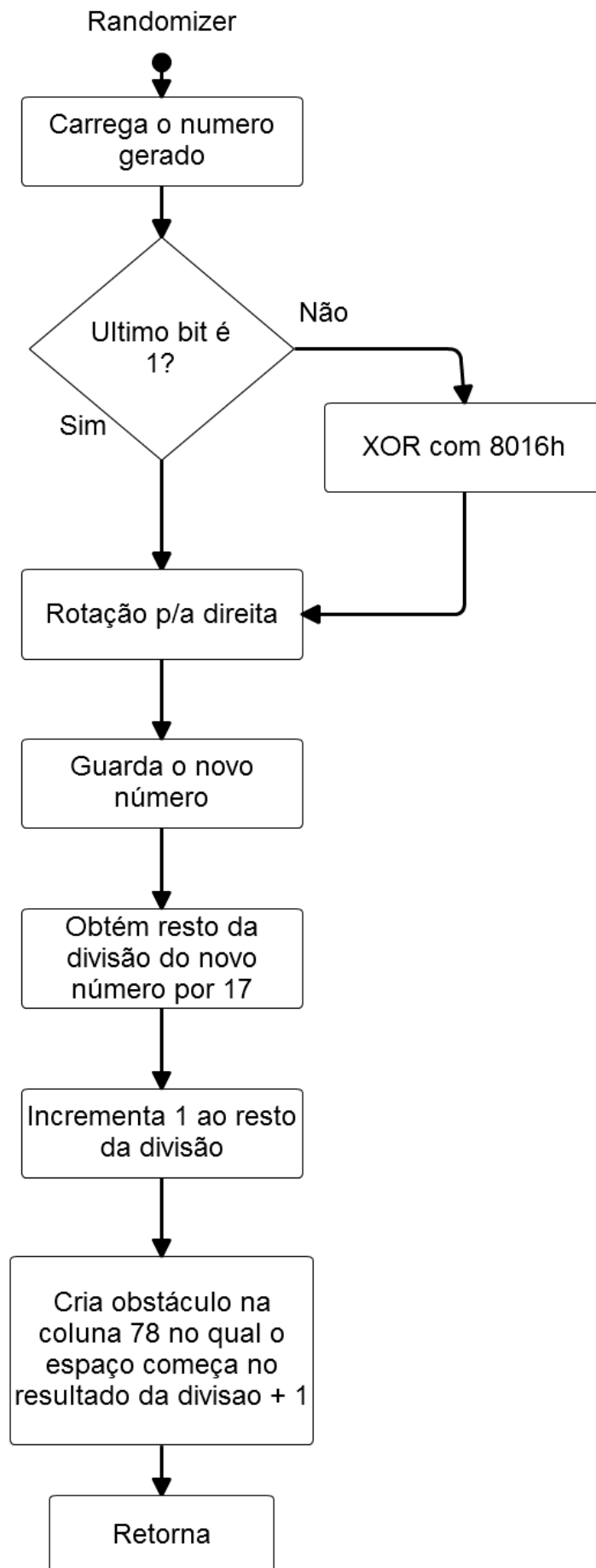
Retorna

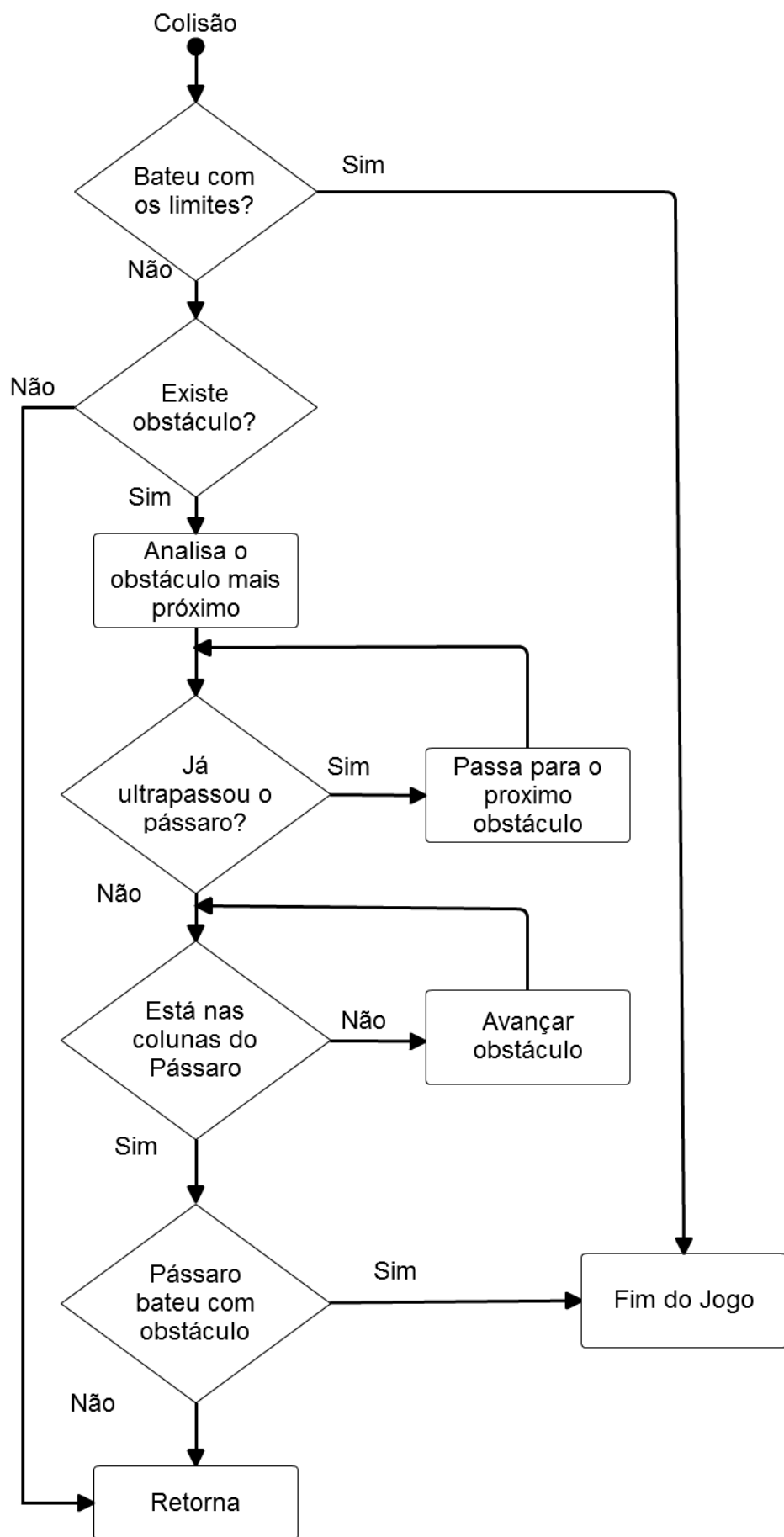


Apaga Coluna









Interrupção
do
Temporizador

