
(1)

I introduced this variable below to control the program flow. It is used to flush the serial port buffer so that you will see a stable display via HyperTerminal.

```
/* Program control */
```

```
/* By setting the inByte to 108 which is not assigned to any case in the switch construct, we can make the HyperTerminal more user friendly */
```

```
#define inByteValueForCNTL 108
```

(2)

Please use the values here to set up the loop counts:

```
// default values and configurations
```

```
int loopCountForSeq1 = 51;
```

```
int loopCountForSeq2 = 52;
```

```
int loopCountForSeq3 = 53;
```

(3)

These constants are introduced for capturing delays.

```
#define forLoopDelay 1
```

```
#define outerDelay 20
```

(4)

A new case's' is introduced for finding the state of the variables. You can add more here as required.

```
case 's':
```

```
case 'S':
```

```
Serial.print("\r\nseq1RanOnce ="); Serial.print(seq1RanOnce, DEC); Serial.println(",Press 5 to clear flag \n");
```

```
Serial.print("\r\nseq2RanOnce ="); Serial.print(seq2RanOnce, DEC); Serial.println(",Press 6 to clear flag \n");
```

```
Serial.print("\r\nseq3RanOnce ="); Serial.print(seq3RanOnce, DEC); Serial.println(", Press 7 to clear flag \n");
```

```
Serial.print("\r\nrunSeqOnceOnly ="); Serial.print(runSeqOnceOnly, DEC); Serial.println(", Press 9 to clear, Press 8 to set \n");
```

```
inByte = inByteValueForCNTL;
```

```
break;
```