

```
#include <iostream>
#include <conio.h>
#include <fstream>

using namespace std;

int main()
{
    char choice1, choice2;
    char h;
    int u;

    do
    {
        do
        {
            system( "cls" );
            cout << "Welcome" << endl;
            //PC4 = '1' (dette betyder at når koden på DE2 boardet er tastet korrekt ind, kan man bruge
            systemet, ellers ikke)
            {
                cout << "1. Press 1 for Menu" << endl;
                cout << "2. Press 2 to activate unit" << endl;
                cout << "3. Press 3 to deactivate unit" << endl;
                cout << "4. Press 4 to close down system" << endl;
                choice1 = getch();

                if( choice1 == '4' ) exit(1);
            }

        }while( choice1 != '1' & choice1 != '2' & choice1 != '3');

        if( choice1 == '1' )
        {
            do
            {
                system( "cls" );
                cout << "\nMenu screen" << endl;
                cout << "1. Press 1 for set unit" << endl;
                cout << "2. Press 2 to go back to welcome screen" << endl;
                choice2 = getch();

            }while(choice2 != '1' & choice2 != '2');

            if(choice2 == '1')
            {
                system( "cls" );
                cout << "\nUnit Screen" << endl;
                cout << "\nEnter House Address (A-P):" << endl;
                cin >> h;

                if(h >= 'a' & h <= 'q' || h >= 'A' & h <= 'Q')
                {
                    cout << "\nHouse letter accepted\n\n";
                    choice2 = getch();
                    system( "cls" );
                    cout << "\nEnter Unit Address (1-16):" << endl;
                    cin >> u;

                    if(u >= 1 & u <= 16)
                    {
                        cout << "\nUnit number accepted\n";
                        choice2 = getch();
                        system( "cls" );
                        cout << "\nUnit:" << u << " in House:" << h << " is now chosen";
                    }
                    else
                        cout << "Wrong number try again";
                }
                else
                    cout << "Wrong letter try again";

                choice2 = getch();
            }
        }
    }
```

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        }  
    }  
  
    if( choice1 == '2' )  
    {  
        //aktivering af unit  
        //denne kode stump skal kunne aktivere den unit som er sidst sat i Unit Reg  
    }  
  
    if( choice1 == '3' )  
    {  
        //deaktivering af unit  
        //denne kode stump skal kunne deaktivere den unit som er sidst sat i Unit Reg  
    }  
}while(1);  
}
```