**TITLE**

**The DS4 Equalizer**

**LAB #7**

**SECTION #1**

**FULL NAME**

**Gabriel Kiveu**

**SUBMISSION DATE:3/28/23**

**DATE**

## Problem

The objective for this lab is to practice top-down program design, problem-solving in C. and writing functions to a specification. Emphasize the importance of branching and looping structures. Practice using output parameters

## Analysis

In this lab I needed to apply the roll/ pitch using loops and conditional statements to show the state of the controller, either being left or right

## Design

The design of the lab consisting of for/while loops with if-else statements to imply where the controller is at either left or right

## Testing

The testing for the lab is to use the readings on the DualShock 4 to roll/pitch using loops and conditional statements to imply the roll/pitch

## Comments

The lab was a bit difficult to process and figuring out how to apply an and create to was hard to manage, but it was doable. The process of creating an avatar was cool it. Overall checking my work and asking questions helped me a lot to get the lab done.

# Screen Shots