Lessons learned while coding

* Debouncing switch is vital
* An ISR should have minimal code in it, and it should not do things like print something to the terminal, or doing a delay, because it will cause fatal errors and the program will crash. I believe this is because ISRs just aren’t designed to handle much; they’re supposed to do their thing quickly, and then terminate. A solution to this is to raise a system state flag (global variable), and then have the main while loop do the thing you wanted to do in the ISR, and then lower the flag back down.
* Compartmentalizing code into functions is vital for maintaining comprehension, productivity, and frankly, mental sanity. This is because things get very complex very quickly, and it is mentally exhausting to keep track of everything.
* After you have compartmentalized your code into functions, verify that each one of them performs their function independently. This way, you can just write something, test it, and then forget about it.