Etude III

Hummam Houara

CART360

Part one: Build Etude Three Circuit

Part Two A: Code Observation
i) First, checking if the buttons are pressed and if they are, it returns results. After that, it displays the light and sound. After that, the setup routine runs, the first game is randomized and the loop keeps running until it stops from the wrong pattern

ii) DigitalRead, startUpLightsAndSound, randomSeed
    DigitalRead: reading the value and outputting low or high
    StartUpLightsAndSound: turning up the lights and the buzzer
    ranodmSeed: starting the sequence in a random order

Part Two B: Initial Code Observation
i) The game misses the initialization computational structure. Although the game runs, there is no starting state.
ii) The purpose of the missing structure would have the user start the game without clicking on one of the randomized buttons to initiate the game

Part Three: How does the game work
i) The loop
ii) Where the user provides the input of the game, and through their actions, as long as the user keeps interacting with the game the loop will keep going, the function randomSeed(), according to Arduino's website, it sets the pseudo-random number generator to an arbitrary starting position in its random sequence.