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Discussion1: What are the advantages of Blink without delay?

A: 在閃爍的間隔中程式可以做其他事情而不是被占用住。假設有兩個按按鈕使燈閃爍的程式，一個用delay，一個沒有，則沒有使用delay的那個在燈閃爍的途中仍然會繼續接收按鈕的輸入。

Discussion2: Why do we see more than one push even if there is only one button state change?

A: 由於在按下按鈕的過程中會有bounce，導致算出來的buttonPushCounter不正確，因此程式使用delay(50)來避免這樣的狀況；反之，若把delay(50)去除，則會受bounce影響而出現非預期的結果。

Discussion3: Design a “reset” button for a device. If someone presses the reset button for more than 5 seconds, the device will be reset. How would you change the above codes to achieve this goal?

A: 設一個變數reset記錄秒數，初始化為millis()。在loop()中加入判斷：millis() – reset大於等於5000且buttonState為HIGH，則執行重置。如果有偵測到使用者拿起或按下按鈕，reset則再設為millis()。

Discussion4: If RL is 10kΩ, Vcc is 5V, and the input voltage must be excess 4.5V to get the high level. What is the maximum value of the Rpu?

5 : 4.5 = 10k : 9k

A: 9kΩ

Discussion5: Why do we need pauseBetweenotes? Try to change the multiplier in “noteDuration\*1.30” to 1, 0.5, and 1.5.

A: 改變pauseBetweeNotes可以調整兩個音符的相隔時間，將noteDuration乘以0.5, 1, 1.5等等會讓delay的時間改變，而兩個音符之間的相隔時間也跟著改變

Discussion6: In addition to use photocell, what else sensors can we use to control a speaker?

A: 可變電阻、熱敏電阻