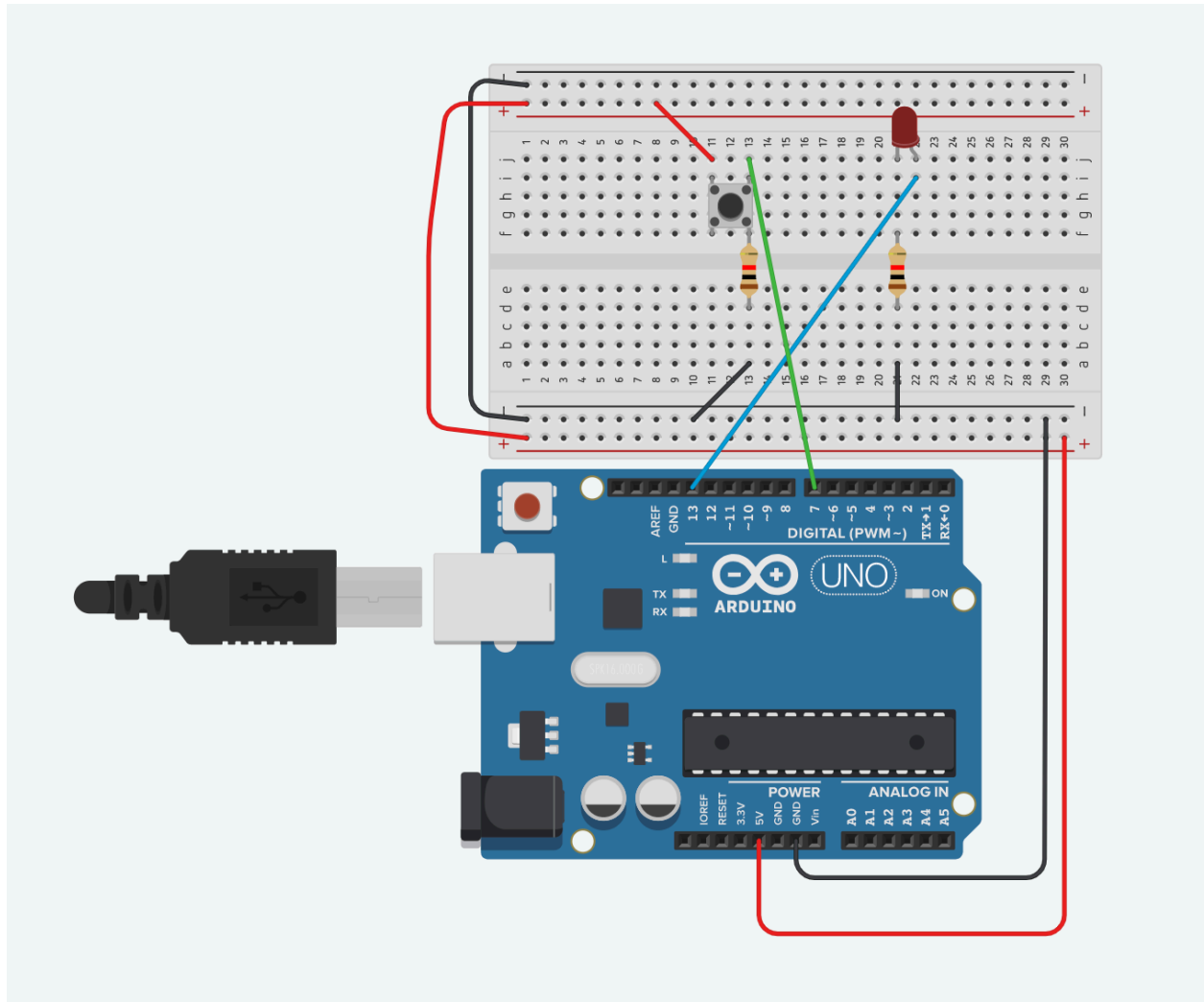


Juliet Buck
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LED Complexity

This weekly assignment was to create a state machine that turns the LED on when you hit the button four times and then turns off after that.



This assignment was a bit easier than the other one, I had help from looking at the example and because I understand state machines from the previous section with P5, the coding made sense for me. I don't know why, but I'm not able to get the LED to turn on and I think it may be an error in my coding.