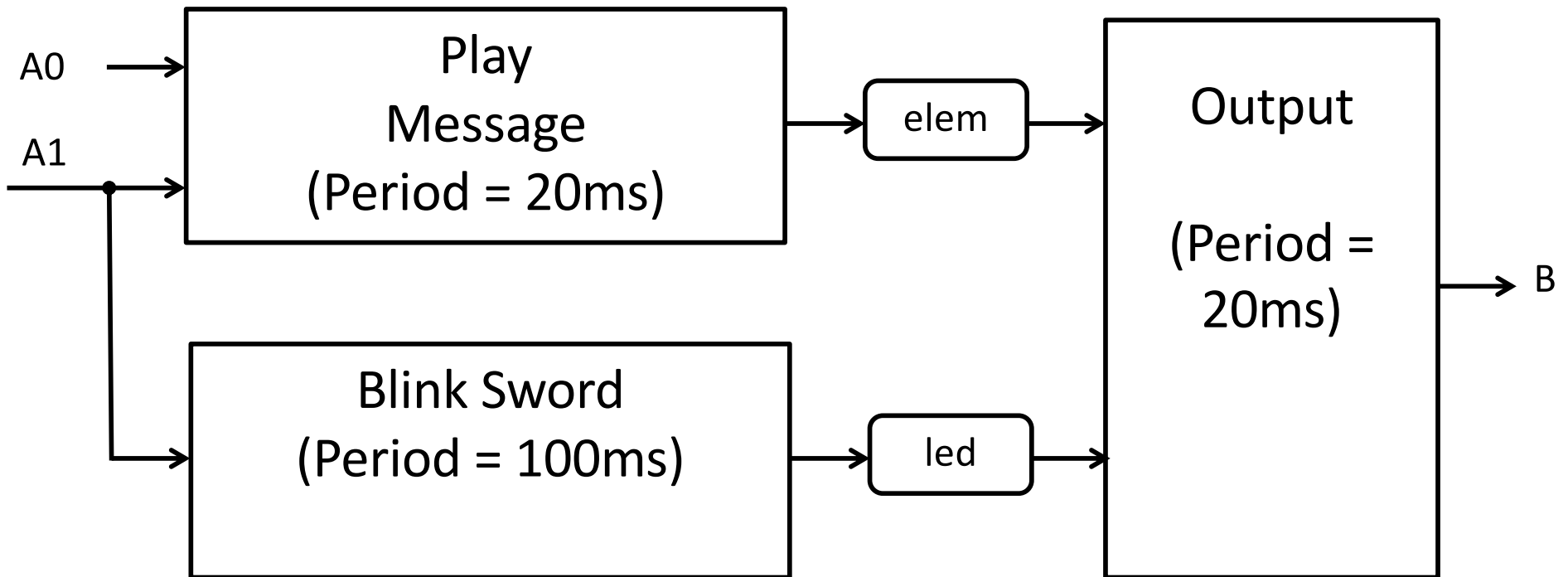# Mighty Morphin Power Ranger Toy Solution

Task Diagram

Period = 20ms
unsigned char elem, led;
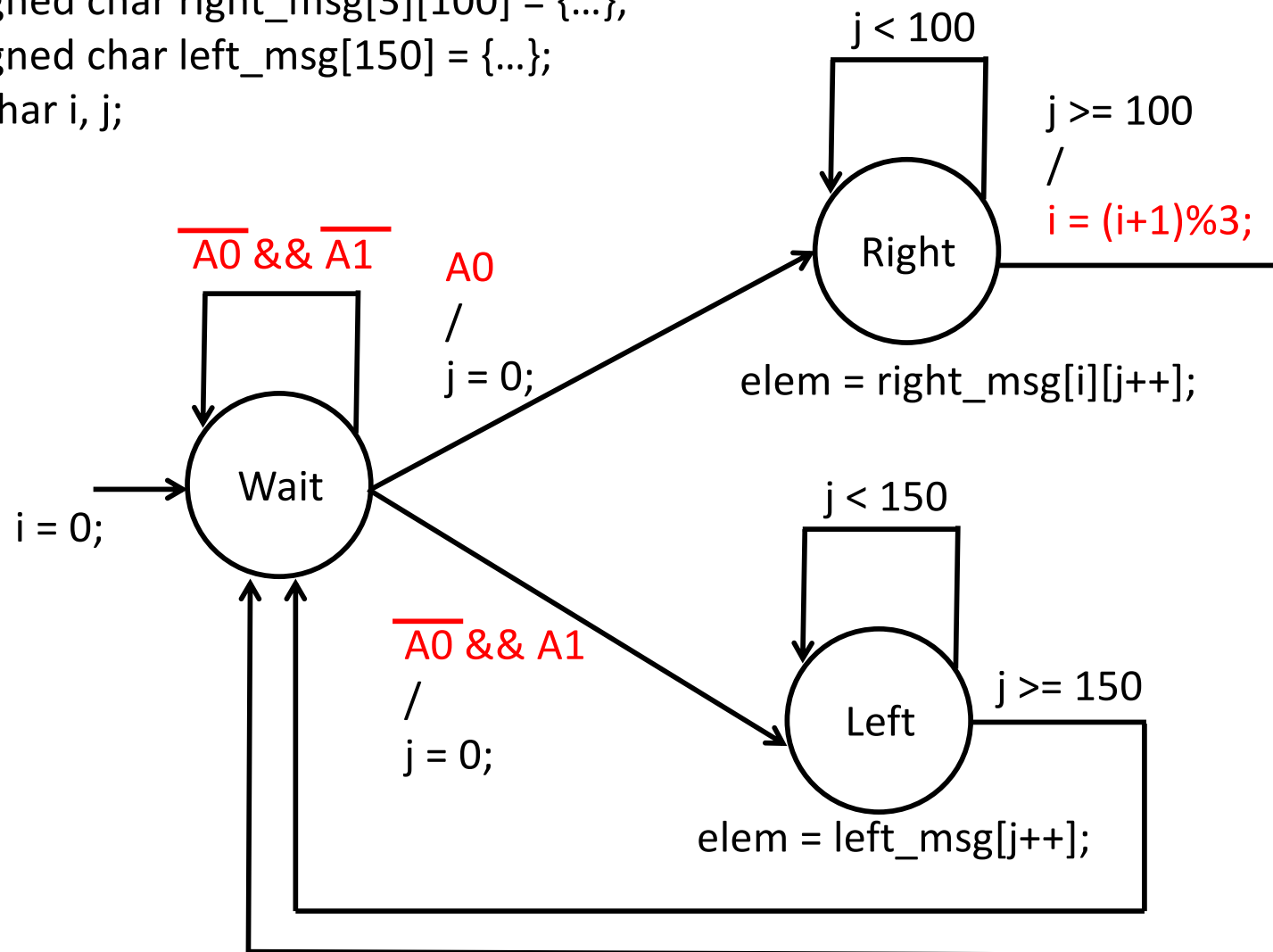
Play Message

Period = 20ms;
const unsigned char right_msg[3][100] = {...};
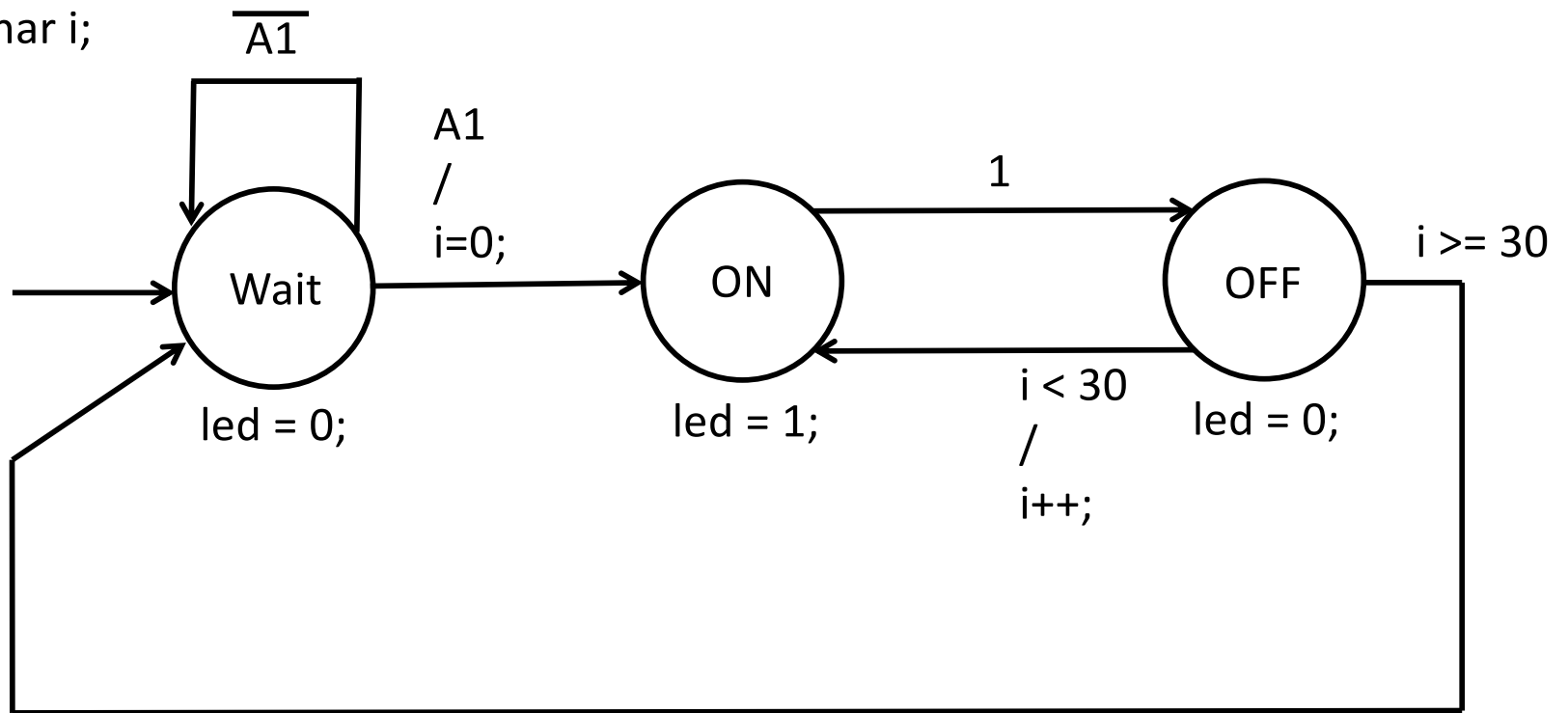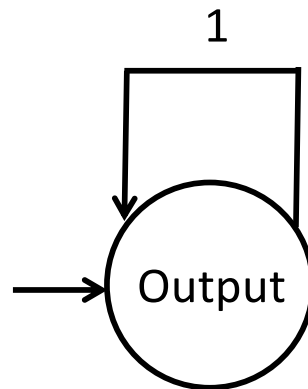const unsigned char left_msg[150] = {...};
unsigned char i, j;

Blink Sword

Period = 100ms;
unsigned char i;

$\overline{A1}$

Wait
led = 0;

A1
/
i=0;

ON
led = 1;

1

i < 30
/
i++;

OFF
led = 0;

i >= 30

Output

Period = 100ms

1

Output

B = elem & (0x7F) | (led << 7);