Module A.1: Level 3 Inside the Simon Game

1. The circuit board inside The Simon Game is what provides the logic and computer processing in the game.
   1. The button is what collects the physical input of the user in The Simon Game.
   2. The electronic devices that provides output to the user are light bulbs (provides light) and the speaker (provides sound).
2. The game code system is pinpointing a color on the simon game that looks like 136 GreenButton This indicates that the coding system has chosen that color specifically. After the coding system pinpoints the color it adds an action listener. An action listener indicates that once the green button is clicked on something will happen like a domino effect. Also the action listener has one method along with it which is public void. Then after that is done the coding system has you choose however many colors depending on the level you are on. This looks like 140 Pick = 3; , The game code is indicating that you pick three colors that were repeated to you.
3. The Simon Game is similar to the Nintendo DS because they are both portable, hand-held games. In addition, they both use buttons to input the users data.
   1. The Nintendo DS can have multiple games inserted into the device, while the Simon game only has one game setting.
4. The Simon Game is similar to console devices because they both were created by Ralph Baer.
   1. The Simon Game is different than game consoles because consoles output the visual image on a screen, but The Simon Game only uses lights and sounds.