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| Story | | Result | |
| 1. | A short press on the crosswalk button while the cars green light is on. | Firstly | Both yellow lights started to blink for 5 seconds |
| , then | the cars’ traffic changed to red light is on and pedestrian’s traffic changed to green light, both for five seconds. |
| 2. | A short press on the crosswalk button while the cars yellow light is blinking. | Firstly | Both yellow lights blinked for 5 seconds |
| , then | the cars’ traffic changed to red light and pedestrian’s traffic changed to green light, both for five seconds. |
| 3. | A short press on the crosswalk button while the cars red light is on. | Lights of both cars’ traffic and pedestrian’s traffic remained for extra 5 seconds. | |
| 4. | A long press on the crosswalk button. | Nothing changed in pedestrian lights or cars lights sequences, as well as the timer resumed without being reset. | |
| 5. | A double press on the crosswalk button. | Only the first press did the action, as at the second interrupt: the if statement skipped calling pedestrian function as ISR skipped enabling pedestrian\_mode (i.e. incrementing its value). | |