```
clear;
clc;
myLego = legoev3('usb');
touchSensor = touchSensor(myLego);
isPressed = readTouch(touchSensor);
button = true;
count = 0;
time = 20.0;
clearLCD(myLego);

writeLCD(myLego, 'Press UP to start!');

while(button)
    clearLCD(myLego);
    if(readButton(myLego,'up') == 1)
        while(readButton(myLego, 'up') == 1)%Pauses until we let go of the Up
 Button
            pause(0.2)
        end
    button = false; %Keeps it in the loop until we press the button
    end
end

button = true;

while(button && time > 0) %Checks for the current time
    pause(0.05)
    disp(time);
    time = time - 0.05; %Subtracts time
    if(readTouch(touchSensor) == 1)
        disp('Pressed Button');
        count = count + 1; %Counts presses
        while(readTouch(touchSensor) == 1)%Pauses until we let go of the Up
 Button
            pause(0.05)
            time = time - 0.05
        end
        disp('Done Pausing');
        disp(count);
    end
end
chr = int2str(count);
playTone(myLego, 1000, 1, 10);
pause(1)
playTone(myLego,1500,1, 10);
pause(1)
playTone(myLego,750,1, 10);
pause(1)
playTone(myLego,1250,1, 10);
pause(1)
playTone(myLego,500,1, 10);
pause(1)
```

```matlab
disp(count);
writeLCD(myLego, chr); %Displays score
```

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