

Taylor

ART385

Week 6: Simple State Machine

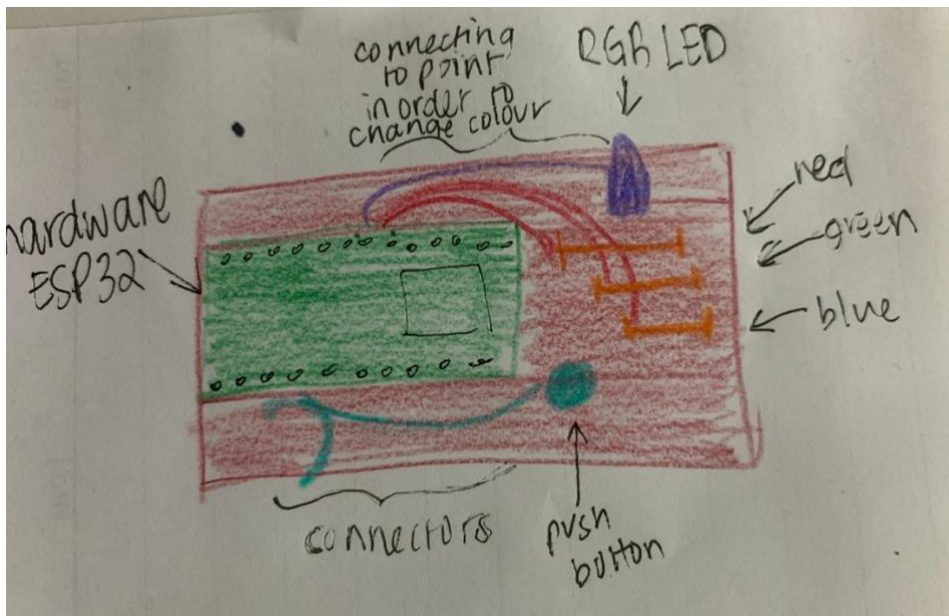
March 24th, 2020

## Simple State Machine

### The Assignment:

For this assignment, we wrote code for our Arduino Hardware (ESP32) and created 4 different functionalities using a LED light and a push button. The purpose of this task was to utilize the push button in order for the LED state to change.

### Hand-drawn Sketch:



### Reflection:

I found this weekly assignment to be interesting as I became more confident with coding in Arduino and using the ESP 32 hardware. Although, I did have some challenges as I had to make sure that the input in my loop was correct as it meant that the LED light did not work properly.