Design Document for SimpleStateMachine
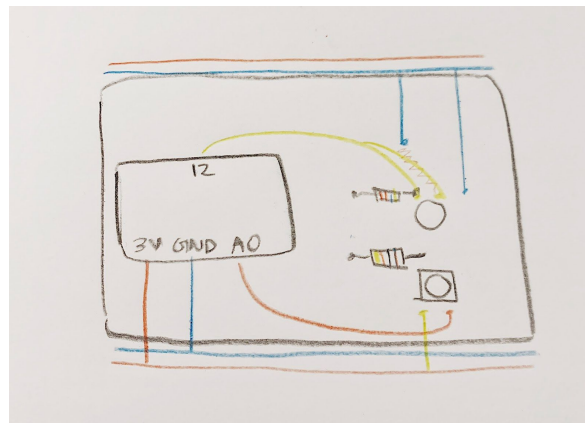
Information

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ART385
Assignment: SimpleStateMachine
Due Date: 24 March 2020

Restated Assignment

This assignment has an LED that turns on/off with four button presses. It uses a series of if-else-if conditions as an informal "state machine." A counter is used in the code to determine the number of button presses, and when to reset.

Diagram

Reflections

To be quite frank, this assignment frazzled me a little because I was tackling it while sick/preoccupied with more pressing life matters. I think my schematic diagram in particular is a little confusing because I was working on this between different hardware setups for Project 2 and referencing other student's breadboards as a refresher (this only confused me more). Conceptually it was easy because it really only used simple if and else if statements, but I was definitely stumped early in the assignment because I thought I had to be making functions in C, which I had somewhat forgotten how to properly do.