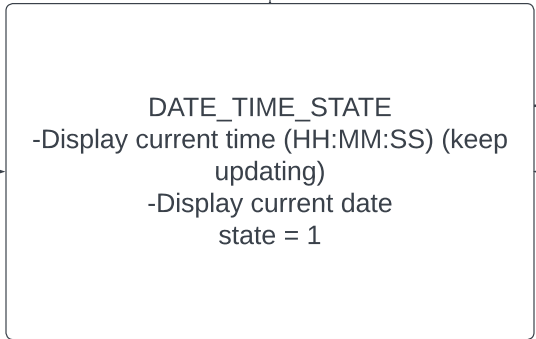
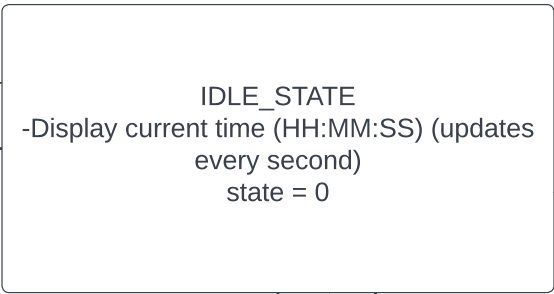


BSP\_PB\_GetState(BUTTON\_KEY) == 1  
&& state == 0



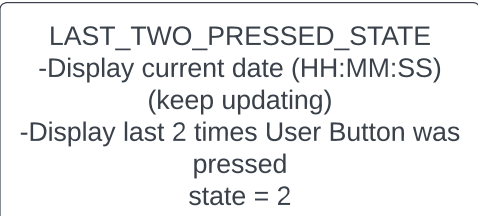
BSP\_PB\_GetState(BUTTON\_KEY) == 0  
&& state == 1

BSP\_PB\_GetState(BUTTON\_KEY) == 1  
&& state == 0

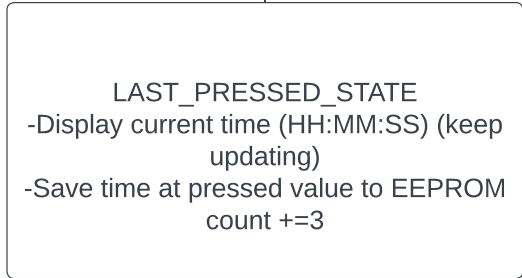


GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_1

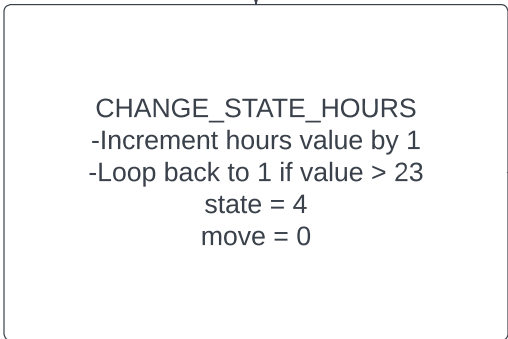


GPIO\_Pin == KEY\_BUTTON\_PIN



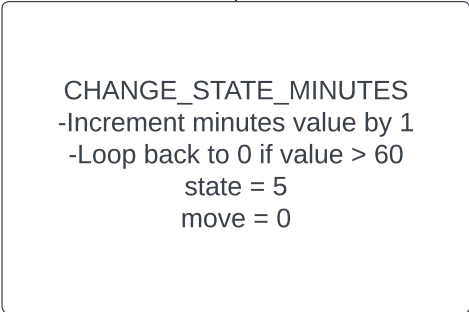
GPIO\_Pin == KEY\_BUTTON\_PIN

GPIO\_Pin == GPIO\_PIN\_2



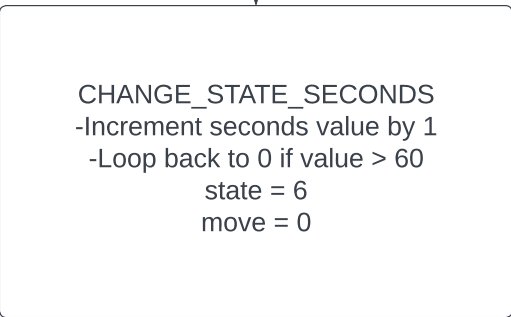
GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



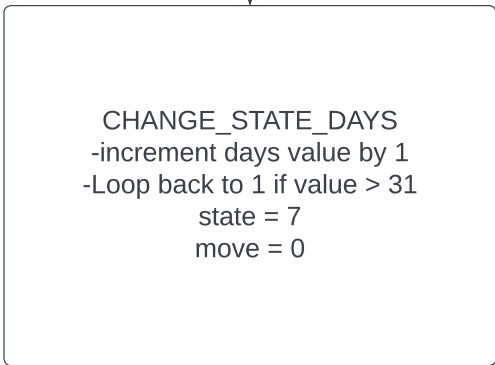
GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



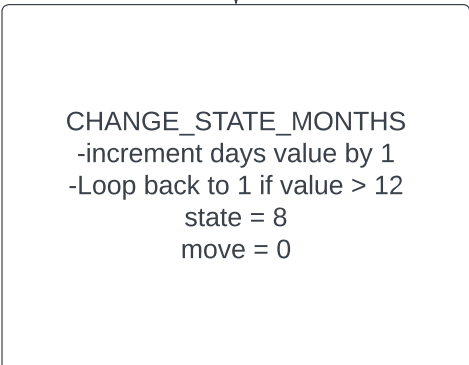
GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



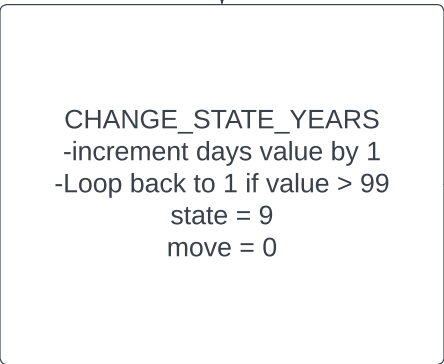
GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



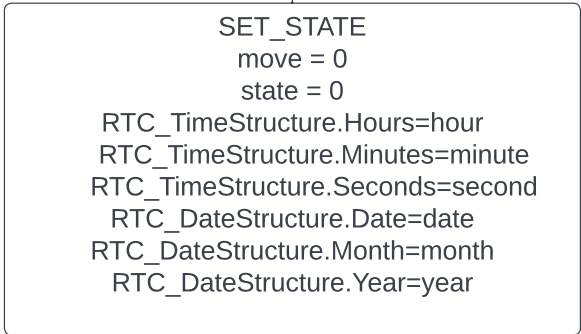
GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



GPIO\_Pin == GPIO\_PIN\_1

GPIO\_Pin == GPIO\_PIN\_2



## Variables

state - determines what state the program is in

move - determines if the program can continue to the next part of code

GPIO\_Pin - determines what pin is pressed

BSP\_PB\_GetState() - determines the state the button is in (on or off)

hour - determines the hour the user wants to display

minute - determines the minute the user wants to display

second - determines the second the user wants to display

day - determines the day the user wants to display

month - determines the month the user wants to display

year - determines the year the user wants to display

count - determines what data is read from the EEPROM