

## Pseudo Code:

- ```
- Initialization (TRISA, ANSELA, PORTA)

- UserAppRun.
    - Starting point: 0x80 // LED RA7 has to be
      // led up while others are off
      // minimum requirement
    - while ( reach 0xBF ) // all LED from RA1 to
      // RA7 are led up except
      // RA6 loop.
    {
      - trigger all LED satisfied output of PORT A.
      - wait time 250ms
      - increasement to next trigger.
    }
  }
```

ZCUTTS.

**This design is the second deliverable for this activity.**

## Coding Conventions

Writing neat, clean code is a valuable skill. Well-written, commented, organized code is not only easier to read and understand, but significantly easier to debug. While individual programmers will always have their own style, standardizing to best-practices is an essential part for developing in industry.

Most companies will have a coding standard that defines the rules and expectations for code written by employees. The standard may cover anything from cosmetic requirements, all the way to restricting things like pointer use, or certain coding practices.

For this course, we will use a coding standard from a local company. The document is called “Engenuics Coding Standard.pdf” and is posted at the top of the PIC Activity section in D2L. The standard mostly covers cosmetic and organizational aspects of the code and references an industry standard called MISRA C for a lot of other rules. You do NOT need to look at the MISRA C standard. For this activity, pages 4-6 are relevant and should be read. The grading