CMPE-013/L

Introduction to “C” Programming

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State machines
State machines
Extended bounce lab example

• Live coding example!
  – Extend the state machine with buttons
  – Modify the timer speed
  – Add OLED output
State machines

Extended bounce lab example

D4_ON

- Timer event: Turn off LD4, Turn on LD3

D3_ON_RIGHT

- Timer event: Turn off LD3, Turn LD2 on

D2_ON_RIGHT

- Timer event: Turn LD2 off, Turn LD1 on

D1_ON

- Timer event: Turn LD1 off, Turn LD2 on

- Turn all LEDs off, Turn LD1 on

D2_ON_LEFT

- Timer event: Turn LD2 off, Turn LD3 on

D3_ON_LEFT

- Timer event: Turn off LD3, Turn LD4 on

- BTN4_DOWN