CMPE-013/L

Computer Systems and "C" Programming

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Ascii.h

> 0x01 → 22

> 0x02 → 2

> 0x03 → 2

> 0x04 → 2
12C — State Machine
Electronic Lock

0-1-3 #

89 456 123 #0 #

NONE/BUNT

CLOSED

OPENED

THERE/NOT

SAME/BUNT

"VERDUN - 211"

"211 - "
STATE MACHINE NOTES

EVENT CHECKS TO BE FAST AND ATOMIC

Blowing code

ENABLE

TRIGGER

""

ENABLED WINDOW
FNam

EXPLAINED
START FROM

ACTION
DO THE THING

TRIGGERED
TURN ON

DEAD MAN'S SWITCH

\[ \text{Diagram with connections and notes} \]
static enum {none_right,
            star_right,
            zero_right,
            one_right,
            three_right,
            open,
            locked} lockState = none_right;

switch (lockState) {
    case none_right:
        switch (myEvent) {
            case '*': lockState = star_right;
                break;
        }
    break;
}
int Factorial(int n) {
    int result = 1;
    for (; n > 0; n--) {
        result *= n;
    }
    return result;
}