## **EE2905 Lab 3: Input**

-							
7	nı	0	^	•.		Δ	c
0	v	C	L	LI	v	C	э
_	,	_	_			_	_

- Develop simple breadboard circuits
- Interface to Buttons and Switches
- Read from the console

		student
Prelab		check off
• Rev	view the Reading User Input	
• Rev	view the Digital Inputs slides	
• Rev	view the Button Basics and Switch Basics slides	
Assignmen	t	
• Do	not start the assignment portion of the lab before the lab class. We will walk	through the first
par	t of the lab.	
Part 1	Modify the Button design we created to use two external push buttons and Buttons 1 and 2 should turn on LEDs 1 and 2 respectively when pushed. In a 3 should turn on when both buttons are pushed. Print the status of the butt serial monitor on the same line every 0.25sec.	ddition, LED
	Button Status: B1: 0 B2: 1 1=pushed, 0=not pushed	
Part 2:	Create a console program that reads input from the user and prints the value resistor. Inputs will be read one at a time and assume a 4 band resistor confolly the value (no tolerance) will be calculated (3 bands entered)	
	You must create a single function to request and retrieve the band value! Input format:	
	Please enter a numeric value for band X: 0 for black, 1 for brown, 2 for 9 f	or white
• See	e example format, output and required math.h library function below	

## **Check Off**

•	Demo and document your LED program	50%
•	Demo and document your resistor program	50%

**Checkoff due beginning of lab 4 class (in-person or via Teams chat)** 

Informal Lab Report: flow diagram(2), code(2), schematic - due beginning of lab 4.

## You will need to use the pow function from the math.h library

## #include <math.h>

pow(base, exponent) evaluates as base<sup>exponent</sup> pow(10,3) evaluates to  $10^3 = 1000$  pow(10,foo) evaluates to  $10^{foo} = 10000$  if foo = 4