CSE 321 Realtime and Embedded systems Fall 2010

Hwk1 Due Date: 9/13/2010 9AM

1. Design and implement a solution for the number game discussed in class. See the lecture power point notes of you missed the lecture.

   - Provide Finite state machine design (FSM)
   - Consider number 1-31
   - Write two versions of the solution:
     - Version 1: Function-driven: NumGame1.c
     - The numbers displayed for each screen is computed and then printed every time.

     - Version 2: Data-driven: NumGame2.c
     - The numbers displayed for each screen are stored in your program (computed ahead of time) and printed out.
2. Compare the two solutions: provide at least one advantage and disadvantage for each version. Add these as comments to your program at the end of each program.
3. At the beginning of your programs add a name box as a comment: your name, person number, email, date
4. Compile, execute and make sure both programs work as expected.
5. Submit online using the following command:
   submit_cse321 NumGame1.c NumGame2.c