Lab 8: Variables and Decision-Making

Click here to refer to documentation related to variables.

1. Define the following three variables:
    a. Integer named `qty` and store the value of 0 in it.
    b. Floating point decimal named `sink` and store the value of 5.2 in it.
    c. Boolean named `isdark` and set the value to false.

2. Write a program that increases the value of an integer variable named `count` by one (1) each time the limit switch is pressed.

3. Write a program that increases the value of an integer variable named `increment` by two (2) each time the limit switch is pressed and decreases the value by one (1) each time the bump switch is pressed.

4. Write a program that increases the value of an integer variable named `flash` by one (1) each time the limit switch is pressed. Signal to the user by flashing the LED each time the operation is completed.