

Debugging Fun Mural2

Scenario: Agustin wrote the following code for his Mural Project.

He wants to see:

- allOn() if both buttons are pushed
- blink() if button1 is pushed and button2 is not pushed
- blinkFast() if button1 is not pushed and button2 is pushed
- allOff() if neither is pushed

Help him debug his code:

```
loop() {  
  int sensorVal1 = digitalRead(button1);  
  int sensorVal2 = digitalRead(button2);  
  
  //both buttons pushed  
  if(sensorVal1 == HIGH && sensorVal2 == HIGH) {  
    allOn();  
  }  
  //button1 pushed and button2 not pushed  
  else if(sensorVal1 == HIGH && sensorVal2 == LOW) {  
    blink();  
  }  
  //button1 not pushed and button2 pushed  
  else if(sensorVal1 == LOW && sensorVal2 == HIGH) {  
    blinkFast();  
  }  
  //neither button pushed  
  else {  
    allOff();  
  }  
}
```

1. **Predict:** Looking at the code snippet above, what do you think the behavior might be?

