# Lab 5 - State Machine

**Item** | **Outcome** | **Score** | **Max.**
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**LCD Operation**  
- Splash screen at startup | Yes/No | 1 |  
- Displays state and lock status | Yes/No | 2 |  
- Correct sequence unlocks | Yes/No | 2 |  
- Responds correctly to wrong inputs | Yes/No | 3 |  
- Button bouncing is handled cleanly | Yes/No | 2 |  
**Code Organization (Graded after submission)**  
- Code is indented properly and includes comments | Yes/No | 2 |  
- PORT bits initialized | Yes/No | 1 |  
- Code to check buttons is correct | Yes/No | 2 |  
- State transitions done correctly | Yes/No | 2 |  
- Lock/unlock correct | Yes/No | 1 |  
- Only changes LCD when state changes | Yes/No | 1 |  
- Debouncing code is present | Yes/No | 1 |  
**Total** |  | 20 |  

Open ended comments: