

Micr0:bit 1 – Alarm Unit

Forever

```
If "box closed" then
    Display check mark
    Silent
    Don't Send any signal
Else if "box open" and no reset signal from Micr0:bit2 then
    Sound Alarm
    Display x mark
    Send string signal "Intruder" to Micr0:bit2
Else
    Perform "box closed" routine
```

When A+B is pressed

```
Perform "box closed" routine
Send string signal "Off" to Micr0:bit 2
```

Micr0:bit 2 – Remote

Forever

```
If signal "intruder" received then
    Sound alarm
    Display skull
    LED Blink
Else
    Blank Screen
    LED Off
    Silent
```

If button B is pressed then

```
Send reset signal to Micr0:bit1
Blank Screen
LED Off
Silent
```

If signal "Off" received then

```
Blank Screen
LED Off
Silent
```

Event Handler Table: Micr0:bit1 – Alarm Module

Event	Action
Pin 2 released (circuit broken)	Sound alarm, signal Micr0:bit2, change display
Pin 2 connected (circuit complete)	Silent alarm, change display
Signal Disarm received	Silent alarm, change display
A+B pressed	Silent alarm, change display, send signal to Micr0:bit2 to reset

Event Handler Table: Micr0:bit2 – Remote

Event	Action
No signal received	Silent, blank display, LED off
Signal Intruder received	Sound alarm, change display, LED on
Signal Disarm received	Silent alarm, blank display, LED off
B pressed	Silent alarm, change display, send signal to Micr0:bit1 to Disarm