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// FILE: btAndSerialSlave0_1b.nxc - Works!
// DATE: 04/01/20 09:25
// AUTH: P.Oh
// DESC: Read Bluetooth message from Master and display it
//       NB: Original message will be from PC, sent to Master via Serial port
// VERS: 0_1a: prototyping
//       0_1b: Display received strings more nicely
// REFS: Works with btAndSerialMaster0_1a.nxc; btSlave0_2a.nxc

#include "protocol0_2a.h"

task main() {

  string stringFromMaster; // store string from Master
  int j;                   // store length value of received string
  int intR, mathResult;    // int form of string and math performed on that number

  slavecheck();   // initialize NXT running this program as the Slave
  TextOut(0, LCD_LINE1, "Slave" );
  TextOut(0, LCD_LINE3, "Master's String" );

  for(;;) {
    stringFromMaster = receivefrommaster();
    j = StrLen(stringFromMaster);

    // -- print to screen only if there is a message
    if(j!=0) {
      TextOut(0, LCD_LINE4, stringFromMaster);
    };

    intR = StrToNum(stringFromMaster); // Master's message contains a number, so
convert it
    mathResult = 10*intR;              // Perform simple math to prove it's a
number
    TextOut(0, LCD_LINE6, "Math Result" );
    NumOut(0, LCD_LINE7, mathResult);
    Wait(1000); // 1 sec because same rate as Master which is same as PC
    ClearLine(LCD_LINE4); // clear line for string received from Master
    ClearLine(LCD_LINE7); // clear line for math result
    ResetSleepTimer(); // don't time out and shut off Brick
  } // end for
} // end main
```