

```

btMaster0_2a.nxc
// FILE: btMaster0_2a.nxc - Works!
// DATE: 02/24/20 14:01
// AUTH: P.0h
// DESC: Master sends message to Slave; message displayed on Slave
// VERS: Clean up btMaster0_1a.nxc
// REFS: Works with btSlave0_2a.nxc

#include "protocol0_2a.h"
#define NAP 10 // milliseconds

task main() {

    string stringFromSlave; // any messages from slave
    int i; // index
    string str1; // string version of index

    TextOut(0, LCD_LINE1, "Master" );
    mastercheck(); // check Master bluetooth connection

    for(;;) {
        stringFromSlave = receivefromslave(); // read message (if any) from slave
        i++; // i will be the number Master wishes to send
        str1 = NumToStr(i); // must convert numbers into string

        NumOut(0, LCD_LINE2, i); // Row 2 displays actual number
        TextOut(0, LCD_LINE3, str1); // Row 3 displays string version of number
        sendtoslave(str1); // Master sends string to Slave

        Wait(500); // min is 10 msec. But wish to view the string on Brick
        ResetSleepTimer(); // keep Brick from sleeping and turning off Bluetooth
        connection
    } // end for
} // end main

```