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btSlave0_2a.nxc
// FILE: btSlave0_2a.nxc - Works!
// DATE: 02/24/20 14:47
// AUTH: P. Oh
// DESC: Read message from Master and display it
//       Message contains a number (as string). Perform math on that number
// REFS: Works with btMaster0_1a.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");

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

        // -- print to screen only if there is a message
        if(j!=0) {
            TextOut(0, LCD_LINE3, 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_LINE4, FormatNum("math = %5d" , mathResult));
        NumOut(0, LCD_LINE4, mathResult);

        Wait(500); // min is 10 msec, but 500 msec makes easier to see on Brick
        ResetSleepTimer(); // don't time out and shut off Brick
    } // end for
} // end main

```