

Pseudorandom Hopping Algorithm information

First, get a number from the timer as the random number seed. This seed will be calculated to produce random numbers as initial data by `srand ()` function. It will generate random numbers from 0-49 (using function `rand () % 50;`). These random numbers will be put in an array. The system will make frequency hopping according to this array.

Channel (X) = i

i= 0~49 (Channel number, each number corresponds to a frequency)

x= Random value from 0 to 49 (Jumping Order)

The frequency jump from x=0 to x=49

The channel array contains non-repeating frequency information