ELA306 Laboration 3 Report

Ashley Björs[*], Daniel Rytenberg[†]
School of Innovation, Design and, Engineering
Mälardalens University, Västerås, Sweden, 2024-10-04
Email: [*]abs21004@student.mdu.se, [†]drg21002@student.mdu.se,

I. How do you terminate the program running on the dev. board (without IDE)?

Depending on the structure of the code flashed on it it can either terminate by finishing the code and returning from main. If the code is bound by a while loop the program can be terminated by removing power from the board.

II. How do you terminate the debugging session (with IDE)?

The debugging session can be terminated using the red stop button in the IDE (Code Composer Studio) or the shortcut (ctrl+F2).

III. Bitwise operations

A. What is the value of the 'result' variable at each occasion it is assigned a value?

Operator	op1	op2	result
AND1	0000 0001	0000 0011	0000 0001
AND2	0000 0011	0000 0111	0000 0011
OR	0000 0001	0000 0011	0000 0011
XOR	0000 0001	0000 0011	0000 0010
NOT	0000 0001	NaN	1111 1110
R SHIFT	0000 0010	NaN	0000 0001
R SHIFT x4	1000 0000	NaN	0000 1000
L SHIFT	0000 0001	NaN	0000 0010
L SHIFT x7	0000 0001	NaN	1000 0000
Logic AND	0000 0001	0000 0011	TRUE
Logic OR	0000 0001	0000 0011	TRUE

B. What happens at the end of the program?

A while(TRUE) loop is inserted to keep the program from returning from main since there is no OS to handle a return.