**core 8**

#include <stdio.h>

#include <time.h>

extern "C" int InitHardware();

extern "C" int ReadAnalog(int ch\_adc);

extern "C" int Sleep(int sec, int usec);

int main(){

InitHardware();

int adc\_reading;

adc\_reading = ReadAnalog(0);

printf("%d\n", adc\_reading);

Sleep(1,000000);

adc\_reading = ReadAnalog(2);

printf("%d\n", adc\_reading);

Sleep(1,000000);

adc\_reading = ReadAnalog(4);

printf("%d\n", adc\_reading);

Sleep(1,000000);

return 0;

}

**completion 2**

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**core 9**

#include <stdio.h>

#include <time.h>

extern "C" int InitHardware();

extern "C" int ReadAnalog(int ch\_adc);

extern "C" int Sleep(int sec, int usec);

int main(){

InitHardware();

int adc\_reading;

int i = 0;

while(i <= 5){

adc\_reading += ReadAnalog(0);

printf("%d\n", adc\_reading);

i += 1;

Sleep(0,500000);

}

if(i = 6){

adc\_reading /= 5;

printf("%d\n", adc\_reading);

}

return 0;

}

**completion 4**

#include <stdio.h>

#include <time.h>

extern "C" int InitHardware();

extern "C" int ReadAnalog(int ch\_adc);

extern "C" int Sleep(int sec, int usec);

int main(){

InitHardware();

int adc\_reading;

int min = 0;

int max = 10000000000000000;

int reading = 0;

int halfRange = 0;

int i = 0;

while(i < 5){

reading = ReadAnalog(0);

adc\_reading += reading;

if(reading > max){

max = reading;

}

if(reading < min){

min = reading;

}

printf("%d\n", "reading"+adc\_reading);

i += 1;

Sleep(0,500000);

}

if(i = 6){

adc\_reading /= 5;

printf("%d\n", "avrage reading"+adc\_reading);

halfRange = max - min;

halfRange /= 2

printf("%d\n", "half range"+adc\_reading);

}

return 0;

}