Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

EID: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Semester: Spring 2024

Course: ECE445L

Objectives: review TM4C123 and Keil

A) *Grade*: Paste in your **main10** all grader output

B) *Code*: paste in code for your five functions

**void Pin\_Init(void){**

**}**

**void Pin\_Out(uint32\_t out){**

**}**

**void ADC\_Init(void){**

**}**

**uint32\_t Convert(uint32\_t data){**

**}**

**void SysTick(void){**

**}**

C) *Data*: paste in your output running main11 (specify if running on real board or simulation)

D) Analysis and Discussion (1 or 2 sentences each). In particular, answer these questions:

1) When should you use fixed-point over floating point?

2) When should you use floating-point over fixed-point?

3) Notice there are nine main programs leading up to the final main10. Why is this good?

4) Notice **main10** and **SysTick\_Handler** do not specifically refer to the TM4C123. Why is this good design?