1. SDR =  $(1001101)_2 = (77)_{10} \rightarrow BR = F_{MCK} / ((SDR + 1) * 2) \rightarrow BR = 3_{x10}^6 / ((77 + 1) * 2) = 19230.769$ , we want 19200. Thus %error is =  $\frac{19230.769 - 19200}{19200} = 0.16026\%$  error

2.

- a. Done above
- b.  $SDR = 37.8601 \rightarrow 0.358709\%$  error
- c.  $SDR = 12.020833 \rightarrow 0.1602564\%$  error
- 3. Max SDR =  $87.57028 \approx 87$ ; Min SDR =  $76.7493990 \approx 77$ .
- 4. And 5.

```
#include "r_cg_macrodriver.h"
#include "r_cg_cgc.h"
#include "r_cg_port.h"
#include "r_cg_serial.h"
/* Start user code for include. Do not edit comment generated here */
/* End user code. Do not edit comment generated here */
#include "r_cg_userdefine.h'
uint8_t uart2RxBuf[RX_BUF_LEN];
uint16_t uart2RxCnt;
uint8_t uart2RxFlag;
uint8_t uart2TxBuf[TX_BUF_LEN];
uint16_t uart2TxCnt;
uint8_t uart2TxFlag;
uint8_t uart2RxErrFlag;
                               // UART2 Receive Error Flag
uint8_t uart2RxOvrFlag;
                               // UART2 Receive Overrun Flag
MD_STATUS uart2Status;
void R_MAIN_UserInit(void);
void sendHello();
static int sendHelloFlag = 0;
void sendHello()
          uart2TxBuf[0] = 'H';
          uart2TxBuf[1] = 'e';
          uart2TxBuf[2] = '1';
          uart2TxBuf[3] = 'l';
          uart2TxBuf[4] = 'o';
          return;
void main(void)
          R_MAIN_UserInit();
          /* Start user code. Do not edit comment generated here */
          //Create and initialize the UART
          R_UART2_Create();
          R_UART2_Start();
          uart2Status = R_UART2_Receive(&uart2RxBuf[0],1); // Prime UART2 Rx
          while (1U)
                     sendHelloFlag = 0;
                     //Check if byte received on UART
                     if (uart2RxFlag)
                               // clear rx flag
                               uart2RxFlag = 0U;
                               if(uart2RxBuf[0] == 'l')
                                          P7=(P7^0b10000000);
                               else if(uart2RxBuf[0] == 'h')
                                          sendHello();
```