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    Lab 1: GPIO and C Language
    Date Created: January 21, 2025
    Last Modified: January 21, 2025
 6
    Description: this program will display RGB LED according to the value read
    from SW1 and SW2.
    If both switches SW1 and SW2 are pressed, the LED should be blue
    If just SW1 switch is pressed, the LED should be red
10
    If just SW2 switch is pressed, the LED should be green
     If neither SW1 or SW2 is pressed, the LED should be off
11
12
     Inputs: SW1 and SW2
     Outputs: RGB LED
13
                              *****************
14
15
    #include "TM4C123GH6PM.h"
16
17
18
    // Dataclass to store the LED color values
19
    #define RED LED 0x02
20
    #define BLUE LED 0x04
    #define GREEN LED 0x08
21
22
23
    void Delay(void) { // Delay the time by 0.1S
24
         unsigned long volatile time;
25
         time = 727240*200/91;
26
         while(time) {
27
             time--;
28
29
    }
30
31
    int main(void) {
32
         SYSCTL RCGCGPIO R \mid= 0x20; //Initialize Clock and Port F
33
         while ((SYSCTL PRGPIO R & 0x20) == 0) {}
34
35
         GPIO PORTF LOCK R = 0x4C4F434B;
36
         GPIO_PORTF_CR_R = 0 \times 1F;
37
         GPIO_PORTF_AMSEL_R = 0 \times 00;
         GPIO_PORTF_PCTL_\overline{R} = 0 \times 0000000000;
38
        GPIO_PORTF_DIR_R = 0x0E;

GPIO_PORTF_AFSEL_R = 0x00;

GPIO_PORTF_PUR_R = 0x11;
39
40
41
         GPIO PORTF DEN R = 0 \times 1F;
42
43
44
         while(1){ // Infinite Loop to check if a switch is activateded
             unsigned char sw1 = (GPIO PORTF DATA R & 0x10);
45
             unsigned char sw2 = (GPIO PORTF DATA R & 0x01);
47
48
             // Reset LED
49
             GPIO PORTF DATA R &= \sim 0 \times 0 E;
50
51
             // Output the color designated by the switch
52
             if (!sw1 && !sw2) {
53
                 GPIO_PORTF_DATA_R |= BLUE_LED;
54
55
             else if (!sw1 && sw2) {
56
                 GPIO PORTF DATA R |= RED LED;
57
58
             else if (sw1 && !sw2) {
59
                 GPIO_PORTF_DATA_R |= GREEN_LED;
60
61
             // Keep the color for 0.1 before reset
63
             Delay();
64
65
     }
```