**Readme File Assignment 5: Peek and Poke**

* The following functionalities have been added in the code :
* **Poke in the specified address location:**

1. The command format is **“ poke <start address of poke> <number of bytes to poke> <poke content>”.**
2. Note the poke commands are not space insensitive.
3. So, the code works as expected when a space is given as follows:
4. One space between “poke” and “start address of poke”.
5. One space between “start address of poke ” and “ number of bytes to poke. ”
6. One space between “number of bytes to poke ” and “poke content”.
7. Once poke command is given, starting from the mentioned address we write data in contiguous memory locations and the number of memory locations we write into will be mentioned by the user in the poke command.
8. **Using .lds file to poke into a particular location and display it on LCD:**
9. In the normal poke command, we can poke into any memory location and it will not be displayed on the LCD.
10. In the code, the version number is stored in a character array called “**version**”.
11. This character array is declared using the **extern** keyword in the source code.
12. It is assigned a memory location in the .lds file in the **“text”** section.
13. In the .lds, the memory location that is assigned for character array “version” is **0x20004000** .
14. In the poke command, if the poke address is mentioned as 0x20004000, then the poke content will be written into the mentioned address location and it will also be displayed in the LCD.

* **Peek in the specified memory location:**

1. The peek command is given by **“ peek <start address of peek> <number of bytes to peek>” .**
2. Just like the poke commands, the peek commands are also not space insensitive.
3. So, the code works as expected when a space is given as follows:
4. One space between “peek” and “start address of peek”.
5. One space between “start address of peek ” and “ number of bytes to peek. ”
6. Once the peek command, the contents in the specified number of contiguous memory locations are peeked into and are displayed on the console for user viewing.