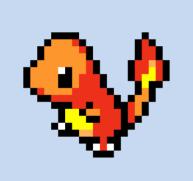
Xilinx Zynq FPGA TI DSP MCU 기반의 프로그래밍 및 회로 설계 전문가



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```
1 #include"HL_sys_common.h"
2#include"HL_gio.h"
3 void delay(uint32 delay);
4 int main()
5{
6
      gioInit();
7
      gioSetDirection(gioPORTA,0x1);
8
      //gioSetPort(gioPORTA, 0xffffffff);
9
      gioSetBit(gioPORTA,0,1);
10
11
      while(1)
12
13
          delay(1000000);
          gioToggleBit(gioPORTA,0);
14
15
      }
16
17
      return 0;
[8]
19
20
21
      void delay(uint32 delay)
22
23
          int i;
24
25
          for(i=0;i<delay;i++)</pre>
26
              ;
27
28
      }
29
```

```
1#include "HL_sys_common.h"
2#include "HL_rti.h"
3#include "HL_gio.h"
 4 int main(void)
 5 {
       uint32 ret;
 7
      rtiInit();
8
9
10
11
12
13
      gioInit();
      gioSetDirection(gioPORTA,0x1);
      rtiEnableNotification(rtiREG1, 1);
       enable IRQ interrupt ();
      rtiREG1->GCTRL = 0x00050001;
      gioSetBit(gioPORTA,0,1);
      while(1)
15
16
           ret=gioGetBit(gioPORTA,1);
17
           if(ret==1)
18
               gioToggleBit(gioPORTA,0);
19
       }
20
       return 0;
21 }
22 void rtiNotification(rtiBASE_t *rtiREG,uint32 notification)
23 {
24
      //gioToggleBit(gioPORTA, 0);
25 }
26
```