#include <stdio.h>

#include "stm32f4xx.h"

int main(void)

{

int array[10] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

int sum = 0;

int x = \_\_get\_CONTROL();

for (int i = 0; i < 10; i++)

{

if (array[i] % 2 != 0)

{

sum += array[i];

}

}

printf("Sum of odd elements: %d\n", sum);

\_\_set\_CONTROL(x);

// Enable clock for GPIOA

RCC->AHB1ENR |= 1;

// Set mode register for GPIOA to output mode

GPIOA->MODER |= 0x5555;

// Set output data register for GPIOA to 0

GPIOA->ODR = 0x00;

// Set output data register for GPIOA to the value of "sum"

int z = sum;

GPIOA->ODR=z;

return 0;

}

Lab 1

#include "stm32f4xx.h"

int main(void)

{

unsigned short x,y,z;

x=0x1B;

y=0x0B;

RCC->AHB1ENR |=1; // Enables Clock

GPIOA->MODER |=0x5555; // Mode Register

GPIOA->ODR=0x00; // Output Data Register

z=x+y;

GPIOA->ODR=z; // z value at output Data Register

}

#include "stm32f4xx.h"

int add\_odd\_elements(int arr[], int size) {

int sum = 0;

for (int i = 0; i < size; i++) {

if (arr[i] % 2 != 0) {

sum += arr[i];

}

}

return sum;

}

int main(void) {

// Enable clock for GPIOA

RCC->AHB1ENR |= 1;

int arr[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

int size = sizeof(arr) / sizeof(arr[0]);

int sum = add\_odd\_elements(arr, size);

int sum\_to\_display;

//get the sum to display

sum\_to\_display = sum;

//set the sum to display

SET\_CONTROL(sum\_to\_display);

return 0;

}