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You will see your two grades for Lab10 as Lab07 in the progress bar.

LAB 10 - SIMULATION GRADER (45/45 points)

Grading your Lab 10 solution on the simulator does not require the LaunchPad development board. Compile (build) your Lab 10 project in Keil, and start the debugger in simulation mode. Execute **Peripherals->TExaS Traffic** to open the **TExaS edX Lab 10** window. Enter the **1222** number into the **Num From EdX** field. Next, you need to reset the CPU. Click the **Grade** button and wait until grading is finished. Any score above 70 will be considered a passing grade. If you are not satisfied with your score you are allowed multiple submissions.

Enter the **CopyThisToEdX** code from the Lab 9 grading engine:

| NkAmgEck |

Answer: 100

> **EXPLANATION**
>
> Lab 10 has three inputs and eight outputs running in simulation. The inputs are 3 positive logic switches. The outputs are 6 positive logic external LEDs and the red and green LEDs on the LaunchPad. The grading engine checks for proper initialization and then tests the finite state machine. There is no partial credit, but you are allowed as many attempts as you need to complete this lab. There are three things that must be correct to receive credit for the simulation Lab 10: 1) you must run Lab 10 in simulation (dialog DLL has this parameter -pCM4 -dedXLab10) and grade it with Keil debugger showing **TExaS edX Lab 10** window, 2) the **1222** number must be entered into the **NumFromEdX** field of the **TExaS edX Lab 10** window before grading is started, and 3) you must get a score of 70 or above.

Reset   Hide Answer

LAB 10 - REAL BOARD GRADER (45/45 points)

Grading your lab solution on the real board will require the LaunchPad development board. In Lab 10 you must interface three switches and six LEDs as directed in the lab description. You must connect the LaunchPad to the PC using the USB cable. Compile (build) your Lab 10 project in Keil, download it to the board and start the debugger in real board mode.

Enter the **2768** number into the **NumFromEdX** field. Start execution of your software on the board. Click the **Grading** button within the Keil uVision TExaS Grader window. Any score above 70 will be considered a passing grade. If you are not satisfied with your score you are allowed multiple submissions.

Enter the **CopyThisToEdX** code from the Lab grading engine:

```
LnLjogch
```

Answer: 100

EXPLANATION

Lab 10 has three switches for inputs and six LEDs as output. The grading engine checks for proper initialization and then tests the finite state machine for one input at a time, and then all inputs together. For more information on the lab, refer to the description in the lab assignment. There is no partial credit, but you are allowed as many attempts as you need to complete this lab. There are three things that must be correct to receive credit for the real board Lab 10: 1) you must run Lab 10 on the real board and grade it with Keil debugger showing the TExaS Grader v2.0 window, 2) the **2768** number must be entered into the **NumFromEdX** field of the TExaS Grader v2.0 window before grading is started, and 3) you must get a score of 70 or above.

Reset   Hide Answer

Help