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You will see your two grades for Lab2 as Lab01 in the progress bar.

LAB 2 - SIMULATION GRADER (45.0/45.0 points)

Grading your lab solution on the simulator does not require the LaunchPad development board. Compile (build) your project in Keil, and start the debugger in simulation mode. Execute **Peripherals->TExaS PortF** to open the **TExaS edX Lab 2** window. Enter the **6924** number into the **Num From EdX** field. 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 2 grading engine:

lfBigOaN   **Answer:** 100

EXPLANATION

Lab 2 has one input and one output running in simulation. The grading engine checks for proper initialization and then tests the two possible input patterns. 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 2: 1) you must run Lab 2 in simulation (dialog DLL has this parameter -pCM4 -dedXLab2) and grade it with Keil debugger showing **TExaS edX Lab 2** window, 2) the **6924** number must be entered into the **NumFromEdX** field of the **TExaS edX Lab 2** window before grading is started, and 3) you must get a score of 70 or above.

Reset   Hide Answer(s)

LAB 2 - REAL BOARD GRADER (45.0/45.0 points)

Grading your lab solution on the real board will require the LaunchPad development board. First connect the LaunchPad to the PC using the USB cable. Compile (build) your project in Keil, download it to the board and start the debugger in real board mode. Enter the **9112** 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:

NOIifAej   **Answer:** 100

EXPLANATION

Lab 2 has one input and one output. The grading engine checks for proper initialization and then tests the two possible input patterns. 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 2: 1) you must run Lab 2 on the real board and grade it with Keil debugger showing the TExaS Grader v2.0 window, 2) the **9112** 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.

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