Things to think about but NOT implement in your lab:

There are many ways to test if two switches are pressed. For example, assume Port E is an input connected to two positive logic switches on PE3 and PE1, and we wish to execute SOS if switches are pressed. The first way involves an **&&**. The second method involves **&**, and the third way uses **==**. Why does the first use **&&** and the second use **&**? Which do you like? Does the use of the variables make it easier to debug?

```
// first way
In=GPIO_PORTE_DATA_R;
S1 = In&0x08;
S2 = In&0x02;
if(S1&&S2){
  FlashSOS();
}
//********************
// second way
In=GPIO_PORTE_DATA_R;
S1 = (In&0x08)>>2;
S2 = In&0x02;
if(S1&S2){
  FlashSOS();
}
//********************
// third way
In=GPIO_PORTE_DATA_R;
if((In&0x0A)==0x0A){
  FlashSOS();
}
```

Portions of this chapter were reprinted with approval from Embedded Systems: Introduction to ARM Cortex-M Microcontrollers, 2013, ISBN: 978-1477508992. For more information on this book, see **http://users.ece.utexas.edu/~valvano/arm/outline1.htm** (http://users.ece.utexas.edu/~valvano/arm/outline1.htm)

Specific reading relevant to Chapter 7:
Book Volume 1 Sections 2.3, 2.4, 2.5, Chapter 5

If you are having trouble understanding the C code in this book , we suggest you read the available free sections of on the **Zyante** site
1) Go to http://utedxfall13.zyante.com (http://utedxfall13.zyante.com)

2) Click register in the upper right (do not click “Subscribe for full access”)

3) Registering is free but subsequent visits to this site you will **Login**.

Reading Zyante is optional and not a formal part of this class.