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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

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