You will see your two grades for Lab7 as Lab04 in the progress bar.

LAB 7 - SIMULATION GRADER (45/45 points)

Grading your Lab 7 solution on the simulator does not require the LaunchPad development board. Compile (build) your Lab 7 project in Keil, and start the debugger in simulation mode. Execute **Peripherals->TExaS PortF** to open the **TExaS edX Lab 7** window. Enter the **8086** number into the **Num From EdX** field. Click the **Grade** button and wait until grading is finished. Since Lab 7 grading must complete an entire SOS output, it will take a minute or more to complete the grading. Any score above 70 will be considered a passing grade. If you are not satisfied with your score you are allowed multiple submissions.

Help

Enter the **CopyThisToEdX** code from the Lab 7 grading engine:

OLBmEMji

Answer: 100

EXPLANATION

Lab 7 has two inputs on PF4 and PF0 and three outputs on PF3,PF2,PF1 running in simulation. The grading engine checks for proper initialization and then tests the four possible input patterns. If either the PF4 or PF0 inputs are high then all output show be low. If both the PF4 and PF0 inputs are low then the PF3,PF2,PF1 outputs should transmit an SOS with yellow. Yellow is created with PF3,PF2,PF1 equal to 101, which you can make by writing 0xA0 to Port F. 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 7: 1) you must run Lab 7 in simulation (dialog DLL has this parameter -pCM4 -dedXLab7) and grade it with Keil debugger showing **TExaS edX Lab 7** window, 2) the **8086** number must be entered into the **NumFromEdX** field of the **TExaS edX Lab 7** window before grading is started, and 3) you must get a score of 70 or above.

Reset Hide Answer(s)

LAB 7 - REAL BOARD GRADER (45/45 points)

Grading your lab solution on the real board will require the LaunchPad development board. In Lab 7 you will use the switch and LED already connected on the LaunchPad. However, you must connect the LaunchPad to the PC using the USB

cable. Compile (build) your Lab 7 project in Keil, download it to the board and start the debugger in real board mode. Enter the **6068** 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:

JfImkgjm

Answer: 100

EXPLANATION

Lab 7 has one switch input and one LED output. The grading engine checks for proper initialization and then tests the two possible input patterns. 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 7: 1) you must run Lab 7 on the real board and grade it with Keil debugger showing the TExaS Grader v2.0 window, 2) the **6068** 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(s)

Help