

UTAustinX: UT.6.01x Embedded Systems - Shape the World

KarenWest (/dashboard)

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You will see your two grades for Lab5 as Lab02 in the progress bar.

## LAB 5 - SIMULATION GRADER (LABO3 IN PROGRESS BAR) (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 5 window. Execute View->SerialWindows->UART#1 to open the UART window. Reset the microcontroller. Enter the 1106 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 5 grading engine:

OoBmalpi Answer: 100

## **EXPLANATION**

Lab 5 used the UART running in simulation. The grading engine checks for proper initialization and then tests the 19 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 5: 1) you must run Lab 5 in simulation (dialog DLL has this parameter -pCM4 -dedXLab5) and grade it with Keil debugger showing TExaS edX Lab 5 window, 2) the 1106 number must be entered into the NumFromEdX field of the TExaS edX Lab 5 window before grading is started, and 3) you must get a score of 70 or above.

Reset

Hide Answer(s)

## LAB 5 - REAL BOARD GRADER (LABO4 IN PROGRESS BAR) (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. This connection will activate a serial port (COM) channel between your microcontroller UARTO (PA1, PA0) and the PC. Compile (build) your project in Keil, and download it to the board. Run the application TExaSdisplay. Execute COM-Open. You can hit reset and run your software to see if it works. When you are ready to have the lab graded execute Action->edX. Make sure the Lab parameter shows Lab 5. Enter the 5446 number into the

1 NumFromEdX field. Click the Grade button. Click reset on the board. Any score above 70 will be considered passing 2 PM

Help

Text Lab 5 - Simulation Grader (Lab03 in pro... https://courses.edx.org/courses/UTAustinX/UT... grade. If you are not satisfied with your score you are allowed multiple submissions.

Enter the CopyThisToEdX code from the Lab grading engine:

Icliilla Answer: 100

## **EXPLANATION**

Lab 5 tests the function Calc\_Area. The grading engine checks your function by passing it data and verifying the proper answer. You should not modify the main program, because the grader uses the colon and equals sign as markers to parse the input/output. 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 5: 1) you must run Lab 5 and grade it with TExaSdisplay, 2) the **5446** number must be entered into the **NumFromEdX** field of TExaSdisplay, before grading is started, and 3) you must get a score of 70 or above.

Reset

Hide Answer(s)



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