}



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

KarenWest (/dashboard)

Course Info (/courses/UTAustinX/UT.6.01x/1T2014/info)

Discussion (/courses/UTAustinX/UT.6.01x/1T2014/discussion/forum)

Courseware (/courses/UTAustinX/UT.6.01x/1T2014/courseware)

Progress (/courses/UTAustinX/UT.6.01x/1T2014/progress)

Questions (/courses/UTAustinX/UT.6.01x/1T2014/a3da417940af4ec49a9c02b3eae3460b/)

Syllabus (/courses/UTAustinX/UT.6.01x/1T2014/a827a8b3cc204927b6efaa49580170d1/)

The basic approach to all labs will be to first develop and debug your system using the simulator. You will get a lab grade for this simulation phase of development. After the software is debugged, you will interface actual components to the LaunchPad and run your software on the real microcontroller. You will get a second lab grade for this real-board phase of development. You will find the example files and starter codes for lab in the \Keil\TExaSware directory. In particular the Lab 5 starter code is in the directory Keil\TExaSware\Lab5_FunctionsInC

Part a) The first step is to write the function Calc_Area. Next you can test your function in simulation mode. This main program inputs using **scanf**, calls your function and outputs the results to the UART window using **printf**.

```
int main (void) {
unsigned long length, width, area;
UART_Init(); // initialize UART for printing
 printf("\nThis program calculates areas of rectangular rooms\n");
while(1) {
 printf("\nGive length: "); scanf("%ld", &length); // Get input
 printf("\nGive width: "); scanf("%ld", &width); // Get input
 area = Calc_Area(length, width);
 printf("\nArea of the room is %ld\n", area);
}
```

Part b) The second step is to run the grader in simulation mode. The automatic grader will interact with your function using the above main program (so while grading do not change this main program).

GRADE IN SIMULATION

Simulation Grade in simulation Text Lab 5				http	os://cou	rses.edx.org/courses/UTAustinX/UT in lab five simulation, we're going to
						need two windows open so the first is a browser pointed here to the edX lab
						five simulation grader.
						In the second, we're going to need Keil.
						Here I have my solution to Keil.
					And you're going to have to do yours.	
					We'll make sure we're in Simulation mode.	
						That's options, debug.
						And we see the simulator is selected.
						Next we're going to compile it, which is to build.
						And then we're going to debug it.
0.00 (2.42	4.0	<u> </u>		<u> </u>		And so while you're running the debug mode in lab five,
0:00 / 2:12	1.0x					you'll see three windows.
						The first is this grading window, or I/O window, which you could see by
If you do not see the UART window, execute input/output, execute Peripherals->TE execute Window->SetViewToDefault.					•	ou do not see the window with the Port F ndows in their default position is to

2 of 3 02/17/2014 06:01 PM

About (https://www.edx.org/press) FAQ (https://www.edx.org/student-faq)
Contact (https://www.edx.org/contact) FAQ (https://www.edx.org/student-faq)

(https://www.meetup.com/edX-Global-



EdX is a non-profit created by founding partners Harvard and MIT whose mission is to bring the best of higher education to students of all ages anywhere in the world, wherever there is Internet access. EdX's free online MOOCs are interactive and subjects include computer science, public health, and artificial intelligence.

Community/)



(http://www.facebook.com/EdxOnline)



(https://twitter.com/edXOnline)



(https://plus.google.com /108235383044095082735/posts)



(http://youtube.com/user/edxonline) © 2014 edX, some rights reserved.

Terms of Service and Honor Code -Privacy Policy (https://www.edx.org/edx-privacy-policy)

3 of 3 02/17/2014 06:01 PM