

## Assignment 1: Build Environment

Read the entire assignment before beginning!

- ◆ This assignment is to be done **individually**.
- ◆ Do not give your work to another student, do not copy code found online, and do not post questions about the assignment online other than the course forum. See website for guidance on using AI tools.
- ◆ If you have previously taken the course, you may *not* re-use your previous solution.
- ◆ Post questions to the course forum (see website) or discord; for questions which include more than 2 lines of your code, make your post private.

### 1. Hello world = Der-Finger-Poken & Der-Lighten-Blinken

("Moving the joystick, turning on lights")

#### 1.1 Hello World

- ◆ On the host, create a folder for sharing your compiled applications with the target via NFS:  
`(host)$ mkdir ~/cmpt433/public/myApps/`
- ◆ Create a folder on your host anywhere you like for your as1 work. Pushing your work to a remote git repository is highly recommended. Possible folder location:  
`(host)$ mkdir ~/cmpt433/work/as1/`
- ◆ Use the sample CMake project as a base for your assignment.
- ◆ Create a hello C program that displays a message using `printf()`  
`"Hello embedded world, from <your name>!"`

## 1.2 Use LEDs & Read Joystick

Modify your `hello` program from above to also play the following game.

### Overview

The program chooses up or down, turns on an LED to indicate this direction, and times the user's response time for pressing the joystick in the correct direction.

### Application pseudo-code

Display the welcome message and directions on how to play.

Continuously loop through the following steps:

1. Print a "get ready" message and turn on the middle two LEDs on BBG.
2. If the user is pressing the joystick, tell them "Please let go of joystick" and wait until the joystick is not pressing.
3. Wait a random amount of time between 0.5s and 3.0s.
4. Picks a random direction (up or down) and print the direction name to the screen.
5. Display the program's chosen direction on the BBG's LEDs:
  - Turn off the middle two LEDs
  - If program chose up, then turn on the top LED (#0).
  - If program chose down, then turn on the bottom LED (#3).
6. Time how long it takes for the user to press the joystick in any direction.
  - If timer > 5s, exit program with a message without waiting for a joystick press.
7. Process the user's joystick press:
  - a) If the user pressed up or down *correctly*, then:
    - print a message,
    - if this was the fastest correct response time yet then display that in a message,
    - display this attempt's response time, and best response time so far (in ms),
    - flash all four LEDs on and off at 4hz for 0.5 seconds (two flashes).
  - b) If the user pressed up or down *incorrectly*, print a message and flash all four LEDs on and off at 10hz for 1 second.
  - c) If the user pressed left or right, print a message and quit.

### Requirements

#### ◆ LEDs:

- The LEDs you are turning on are on the BeagleBone, not on the Zen cape.
- At startup, your C program must set each LED's triggers to `none`.  
At shutdown, your C program can just leave the LED triggers as `none`.
- Follow the LED guide before writing the assignment.

#### ◆ Joystick:

- You may assume that the GPIO pins needed to access the joystick are already exported, as described in the GPIO guide.

- Your C program must execute `config-pin` to force the joystick's pin to be treated as GPIO (see sample code below).
- Your C program must configure the joystick's pin to be input.
- Follow the GPIO guides before writing the program.

### Sample Output

- ◆ Sample console output for a few passes of the game, followed by pressing right to exit. Your output does not have to match exactly, but needs to be at least as clear.

```
Hello embedded world, from Dr. Brian!

When the LEDs light up, press the joystick in that direction!
(Press left or right to exit)
Get ready...
Too soon!
Get ready...
Press UP now!
Correct!
New best time!
Your reaction time was 322ms; best so far in game is 322ms.
Get ready...
Press UP now!
Correct!
Your reaction time was 346ms; best so far in game is 322ms.
Get ready...
Press UP now!
Incorrect.
Get ready...
Press DOWN now!
Incorrect.
Get ready...
Press DOWN now!
User selected to quit.
```

- ◆ This output shows one pass through the game, followed by no input for 5s.

```
Hello embedded world, from Dr. Brian!

When the LEDs light up, press the joystick in that direction!
(Press left or right to exit)
Get ready...
Press DOWN now!
Incorrect.
Get ready...
Press DOWN now!
No input within 5000ms; quitting!
```

## Hints

- ◆ *Hint: Good function design will save you a lot of time throughout this course!*
  - Create some initialization functions to initialize the joystick and LEDs.
  - Create some functions to give you high-level control of joystick and LEDs.
  - For joystick, I suggest you create an enum to represent the four directions, plus a 'no direction'. Then create a function which returns which direction the joystick is pressed. Note this won't handle multiple directions at once, but that's OK for this application.
  - You do *not* need to use edge-triggered GPIO, or memory mapped IO.
  - Keep your file organized!
    - ▶ You are welcome to use multiple files (.c and .h files) if you like, but you need not.
    - ▶ Make sure you organize your functions inside the file well.
- ◆ *Hint: For timers*
  - To start a timer, record the current time as the start-time. Then compare the current time to the start-time as your program runs.
  - Work with time in milliseconds.
  - Time often means elapsed time since ~1970, so with milliseconds we should use the long long data type to ensure we don't overflow a 32-bit int.
  - To print a long long, use:
 

```
long long x = 123456789LL;
printf("Big number is %lld right!", x);
```
  - You can get the current time with:

```
static long long getTimeInMs(void)
{
    struct timespec spec;
    clock_gettime(CLOCK_REALTIME, &spec);
    long long seconds = spec.tv_sec;
    long long nanoSeconds = spec.tv_nsec;
    long long milliSeconds = seconds * 1000
        + nanoSeconds / 1000000;
    return milliSeconds;
}
```

- You can wait a number of milliseconds with:

```
static void sleepForMs(long long delayInMs)
{
    const long long NS_PER_MS = 1000 * 1000;
    const long long NS_PER_SECOND = 1000000000;

    long long delayNs = delayInMs * NS_PER_MS;
    int seconds = delayNs / NS_PER_SECOND;
    int nanoseconds = delayNs % NS_PER_SECOND;

    struct timespec reqDelay = {seconds, nanoseconds};
    nanosleep(&reqDelay, (struct timespec *) NULL);
}
```

◆ *Hint: To run a Linux command from in your C program (such as config-pin), use:*

```
static void runCommand(char* command)
{
    // Execute the shell command (output into pipe)
    FILE *pipe = popen(command, "r");

    // Ignore output of the command; but consume it
    // so we don't get an error when closing the pipe.
    char buffer[1024];
    while (!feof(pipe) && !ferror(pipe)) {
        if (fgets(buffer, sizeof(buffer), pipe) == NULL)
            break;
        // printf("--> %s", buffer); // Uncomment for debugging
    }

    // Get the exit code from the pipe; non-zero is an error:
    int exitCode = WEXITSTATUS(pclose(pipe));
    if (exitCode != 0) {
        perror("Unable to execute command:");
        printf("  command:   %s\n", command);
        printf("  exit code: %d\n", exitCode);
    }
}
```

## 2. RFS Customization and output capture

- ◆ The following guides are posted on the course website. These guides tell you how to do things, the assignment tells you what must be done for marks:
  - Quick-Start guide
  - Networking guide
  - NFS guide
  - RFS Customization guide

### 2.1 Customize the BBG's RFS

On the target, use the following guide to make the listed changes.

- ◆ Networking guide
  - Create `internetToTarget.sh` scripts on both the host and the target to allow the target to access the internet.
- ◆ NFS Guide
  - On target, create `mountNFS.sh` script to mount the NFS folder from the host
- ◆ RFS Customization Guide
  - Change the target's `hostname`
  - Change the target's message displayed after logging in via SSH
  - Make the target execute your assignment solution automatically by editing your `.profile` file

### 2.2 Capture output using SSH

Perform the following commands on the **host** in a terminal. If you make a typo or get an error, correct the error and continue; you do not need to edit the capture to remove the error.

1. Display the host's network configuration (`ip addr`)
2. Ping the target and let it ping at least once; then press Control C to stop it
3. SSH to the target
4. Play a couple rounds of your game:
  - Play at least one round where you do the correct action
  - Play at least one round where you do the incorrect action
  - Exit the game using the joystick left or right
5. Connect the target to the internet
6. Display the target's network configuration
7. Ping the host
8. Ping `google.ca`
9. Display the contents of the following files (use the `cat` command)
  - `/ID.txt`
  - `/proc/version`
  - `/proc/uptime`
10. Mount your NFS shared directory using your script.
11. Use `ls` to display the contents of the NFS shared directory
12. Exit the SSH session (`exit`)

Copy the text of your session to a new file named `as1-capture.txt`

*Hint: Select the text in the terminal and copy-and-paste it into a text file using `gedit`.*

### 3. Deliverables

Submit the items listed below to the CourSys: <https://coursys.sfu.ca>

1. `as1-helloWorld.tar.gz`

Compressed copy of your project. Delete the `build/` folder first so it's much smaller.

*Hint: Compress the `as1/` directory with the command like:*

```
(host)$ tar cvzf as1-helloWorld.tar.gz as1
```

2. `as1-capture.txt`

Please remember that all submissions will be compared for unexplainable similarities. If you have taken the course before, you may **not** use your work from previous semesters as any part of your solution. You are likely to find other student's previous submissions online. Copying from another source is academic dishonesty. Anyone found to have copied work from a prohibited source will be give a 0 and a report on file with the university.

#### Revision History:

- ◆ V1: initial post