**Objective**s • To develop software debugging techniques,

- Performance debugging (dynamic or real time)

- Profiling (detection and visualization of program activity)

• To dump time and data values into arrays

• To learn how to use the oscilloscope and logic analyzer,

• To experience concepts of real time, probability mass function and Central Limit Theorem

• To observe critical sections,

• Get an early start on Lab 3, by writing a line drawing function.