

## Iteration 2: Homework 3

- Finish Timer\_WaitRemainder
  - Remember to return the new timestamp
  - Remember it accepts the starting timestamp and the number of milliseconds the tick should last.
  - Remember that Timestamp will be updated in the background by the tick interrupt.
  - You might want to create a helper #define for waiting on a register. Something like this:

```
#ifndef TEST
uint32_t TestCounter;
#define WAIT_UNTIL_EQUAL(a,b) while(a++ != b) \
    { TestCounter++; }
#else
#define WAIT_UNTIL_EQUAL(a,b) while(a != b) {}
#endif
```

- Don't forget to check for rollovers.