Task 00: Execute provided code

```
//
/* Melissa Cordova
* CPE 403 - LAB 3
* Program that will show how to initialize the clock system and the GPIO
 * peripheral using
 * TivaWare. It will use the GPIO output to blink an LED
 * on the evaluation board.
 * main.c
                        //variable definitions for the C99 standard
#include <stdint.h>
#include "driverlib/sysctl.h" //defines and macros for System Control API
#include "driverlib/gpio.h" //Defines and macros for GPIO API of DriverLib
uint8 t ui8PinData=2;
                          //creates an integer variable called ui8PinData
                          //and initializes it to 2.
int main(void)
{
    //sets clock: xtal = 16MHz, 400MHz PLL divided by 10
    SysCtlClockSet(SYSCTL SYSDIV 5|SYSCTL USE PLL|SYSCTL XTAL 16MHZ|SYSCTL OSC MAIN);
   //enable the clock for peripheral
    SysCtlPeripheralEnable(SYSCTL PERIPH GPIOF);
    //configures the three GPIO pins connected to the LEDs
    GPIOPinTypeGPIOOutput(GPIO PORTF BASE, GPIO PIN 1|GPIO PIN 2|GPIO PIN 3);
   while(1)
    {
       //turn on LED as specified in ui8PinData
       GPIOPinWrite(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2| GPIO_PIN_3, ui8PinData);
       SysCtlDelay(2000000); //loop timer provided in TivaWare
       //turn LEDs off
       GPIOPinWrite(GPIO PORTF BASE, GPIO PIN 1|GPIO PIN 2|GPIO PIN 3, 0x00);
       SysCtlDelay(2000000); //delay = 200000*3 = 6000000 CPU cycles
       //set ui8PinData to the next LED color
       if(ui8PinData==8) {ui8PinData=2;} else {ui8PinData=ui8PinData*2;}
   }
}
```

Task 01: Determine the current period and on-time of the LED blinking. Change the delay of the LED blink (approx. 0.333 sec) – determine the CLK frequency – verify delay to be approx., 0.333 sec.

```
int main(void)
{
    //2000000*3 CPU cycles = 6000000 CPU cycles
   //6000000/frequency = 0.333sec -> frequency = 6000000/0.333sec = 18.18MHz
   //400MHz PLL divided by 22
  SysCtlClockSet(SYSCTL_SYSDIV_11|SYSCTL_USE_PLL|SYSCTL_XTAL_16MHZ|SYSCTL_OSC_MAIN);
}
Task 02: a) Change the sequence of LED blinking
uint8 t ui8PinData=8;
                           //creates an integer variable called ui8PinData
                            //and initializes it to 2.
int main(void)
    while(1)
    {
        if(ui8PinData==2) {ui8PinData=8;} else {ui8PinData=ui8PinData/2;}
    }
}
Task 02: b) Blink two LED at an instance and with a sequence
uint8_t ui8PinData=6;
                            //creates an integer variable called ui8PinData
                            //and initializes it to 2.
int main(void)
```

```
while(1)
{

if(ui8PinData==6) {ui8PinData=10;} //0110 (red+blue=purple)
    else if(ui8PinData==10) //1010 (green+red=yellow)
    {ui8PinData=12;}
    else {ui8PinData=6;} //1100 (blue+green=aqua)
}
```