3. [20 points] Typescript and screenshots

3.1 [2 points] Typescript for compilation

Turn in a typescript showing compilation of your code using the provided Makefile. You should use the following two commands (Note: $ is the prompt displayed by the shell and is not part of the command that you type.) The first one deletes all the compiled files so it forces a rebuild if you have compiled before. The second one compiles it.

```
$ make clean
$ make
```

It should show actual compilation, warning, or error messages. Note that not all warnings are errors. The compiler should generate several testcoop.* files with different extensions:
- the .hex file can be opened directly in EdSim51
- the .map file shows the mapping of the symbols to their addresses after linking

```
Script started on Thu Oct 29 21:43:29 2020
[1m[7m%[27m[1m[0m

]2;mittyu@Mittyus-MacBook-Pro: ~/Desktop/BD3/OS/107034024-
ppc1]1;..07034024-ppc1
[0m[27m[24m[J[01;32m→ [36m107034024-ppc1[00m [01;34mgit:
([31mmaster[34m) [33mx[00m [K[?1h=[?2004hscript typescript[17Dexit
[13Dmake clean[?1l>[?2004l

]2;make clean]1;makerm *.hex *.ihx *.lnk *.lst *.map *.mem *.rel *.rst
*.sym
rm: *.ihx: No such file or directory
rm: *.lnk: No such file or directory

make: *** [clean] Error 1
[1m[7m%[27m[1m[0m

]2;mittyu@Mittyus-MacBook-Pro: ~/Desktop/BD3/OS/107034024-
ppc1]1;..07034024-ppc1
[0m[27m[24m[J[01;31m→ [36m107034024-ppc1[00m [01;34mgit:
([31mmaster[34m) [33mx[00m [K[?1h=[?2004hmake clean[10Dscript
typescript[17Dexit [13Dmake[?1l>[?2004l

]2;make]1;makesdcc -c testcoop.c
testcoop.c:51: warning 158: overflow in implicit constant conversion
sdcc -c cooperative.c
cooperative.c:197: warning 85: in function ThreadCreate unreferenced
function argument : 'fp'
sdcc -o testcoop.hex testcoop.rel cooperative.rel
[1m[7m%[27m[1m[0m
```

]2;mittyu@Mittyus-MacBook-Pro: ~/Desktop/BD3/OS/107034024-
ppc1]1;..07034024-ppc1
[0m[27m[24m[J[01;32m→ [36m107034024-ppc1[00m [01;34mgit:
([31mmaster[34m) [33m✗[00m [K[?1h=[?2004heexit[?1l>[?2004l

]2;exit]1;exit
Script done on Thu Oct 29 21:43:36 2020

3.2 [18 points] Screenshots and explanation

Look up the addresses for your symbols (i.e., functions, variables, etc) in the file `testcoop.map`. Set one or more breakpoints in EdSim51's assembly code window after you have assembled it.

- Take one screenshot before each `ThreadCreate` call. Explain how the stack changes.

  o
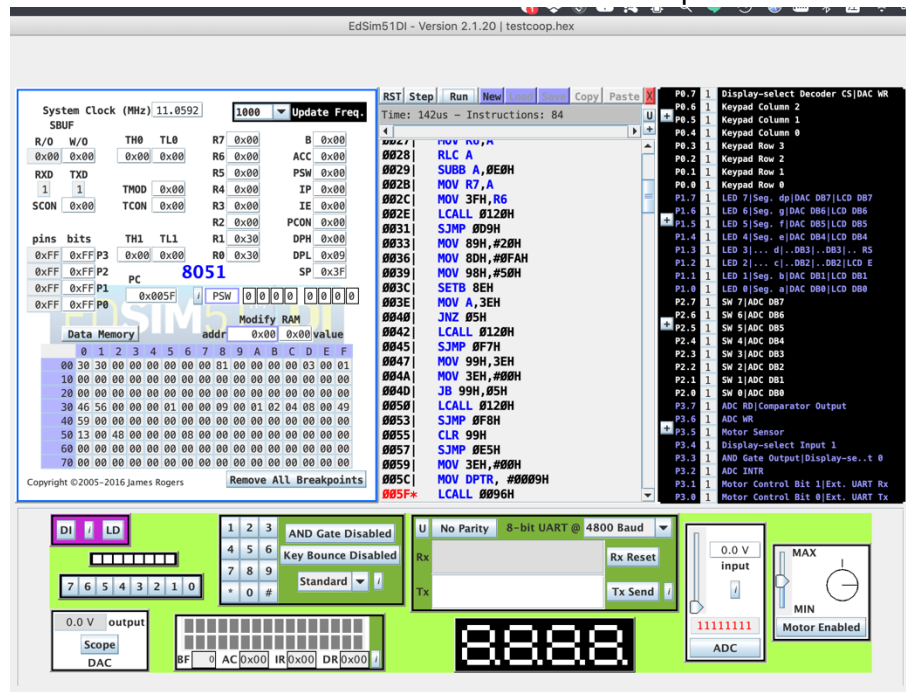
- Take one screenshot when the `Producer` is running. How do you know?

- Take one screenshot when the `Consumer` is running. How do you know?