

Lab1

Build a Bare-metal software from scratch using terminal

- **Application:**

Printing a string to UART of [Arm versatilepb](#) board by writing in the register UARTDT.

- **Board :**

Arm versatilepb.

- **Processor:**

Arm926ej-s.

- **Tool Chain:**

Arm cross tool chain

- **Steps:**

- 1- Writing the C code.
- 2- Writing Startup file.
- 3- Writing linker script.
- 4- Running the application using QEMU emulator.

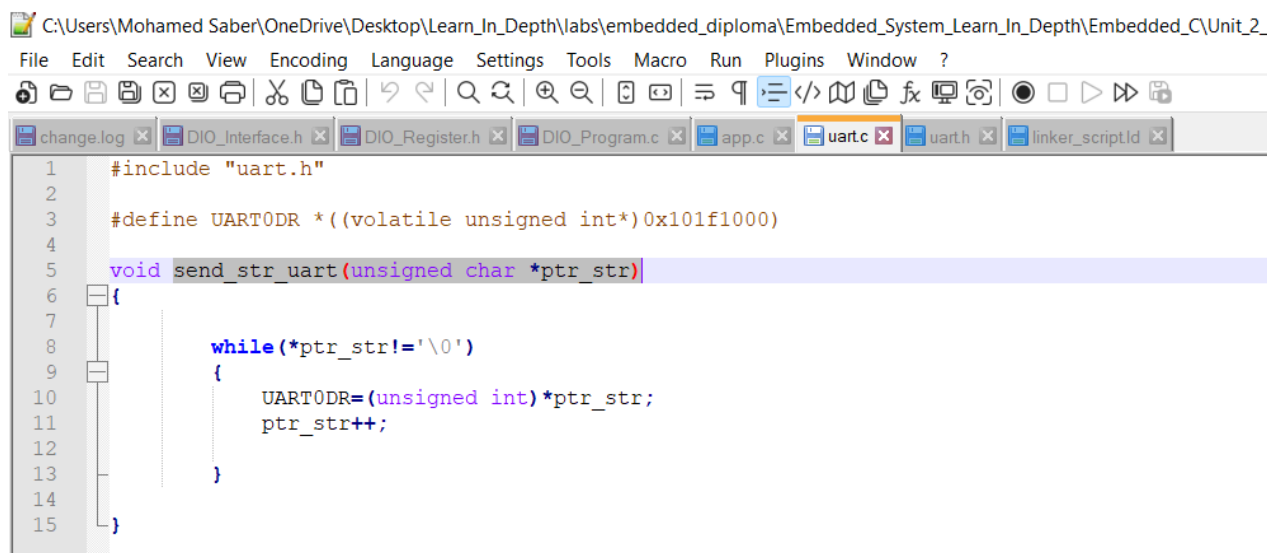
By: Mohamed M.saber

Email:mohamed.m.sabir@gmail.com

C code files:

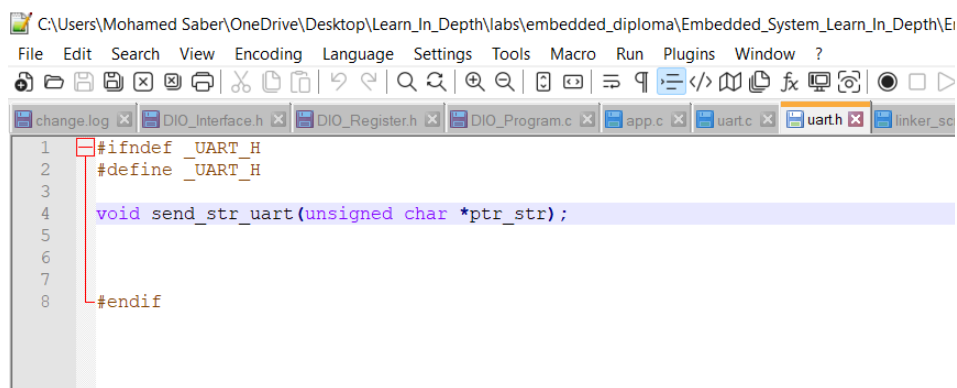
Versatilepb board has 4 UART terminals , we used UART0
The logic of c code is that we send the string which we want to print to UARTDT Register which prints anything once we write on it . For doing this we used a pointer refers to our string then we stored the value of location pointed to by the pointer , in the UARTDT Register so the character gets printed directly , after this we incremented the value of the pointer to step to the next character and do the same process. Eventually the string will be printed.

Uart.c:



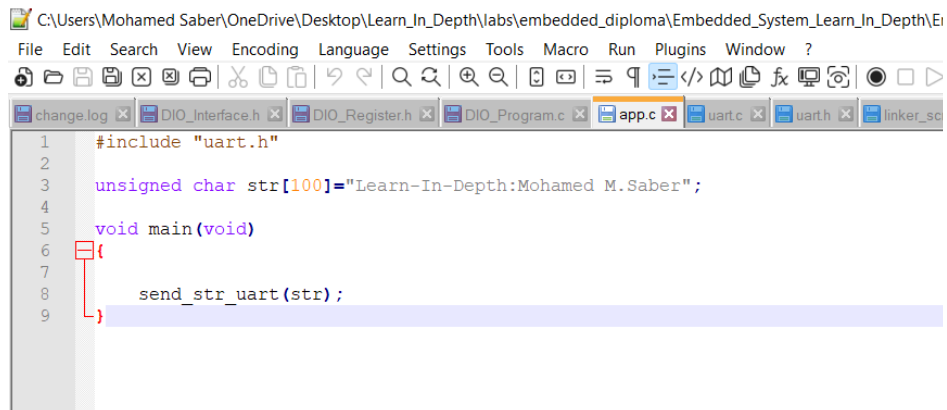
```
C:\Users\Mohamed Saber\OneDrive\Desktop\Learn_In_Depth\labs\embedded_diploma\Embedded_System_Learn_In_Depth\Embedded_C\Unit_2_
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
change.log x DIO_Interface.h x DIO_Register.h x DIO_Program.c x app.c x uart.c x uarth x linker_script.ld x
1 #include "uart.h"
2
3 #define UART0DR *((volatile unsigned int*)0x101f1000)
4
5 void send_str_uart(unsigned char *ptr_str)
6 {
7
8     while(*ptr_str!='\0')
9     {
10         UART0DR=(unsigned int)*ptr_str;
11         ptr_str++;
12     }
13
14 }
15
```

Uart.h:



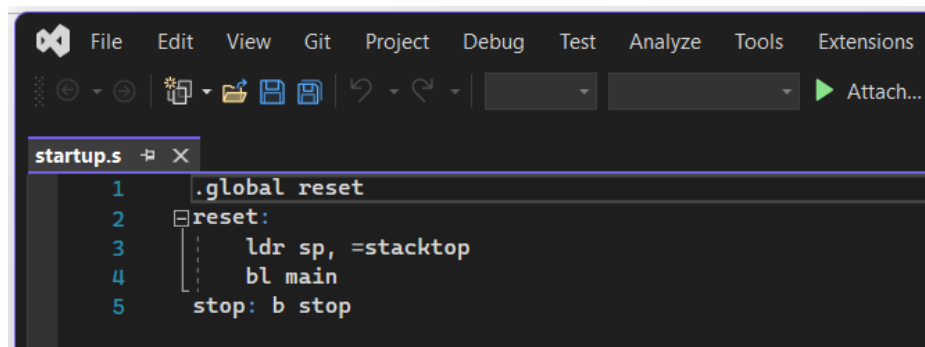
```
C:\Users\Mohamed Saber\OneDrive\Desktop\Learn_In_Depth\labs\embedded_diploma\Embedded_System_Learn_In_Depth\Embedded_C\Unit_2_
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
change.log x DIO_Interface.h x DIO_Register.h x DIO_Program.c x app.c x uart.c x uarth x linker_sc
1 #ifndef _UART_H
2 #define _UART_H
3
4 void send_str_uart(unsigned char *ptr_str);
5
6
7
8 #endif
```

App.c:



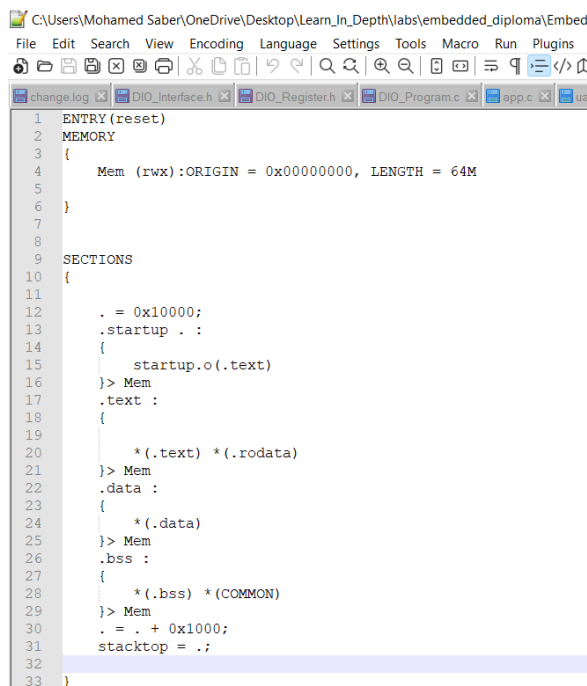
```
1 #include "uart.h"
2
3 unsigned char str[100]="Learn-In-Depth:Mohamed M.Saber";
4
5 void main(void)
6 {
7
8     send_str_uart(str);
9 }
```

Startup file:



```
1 .global reset
2 reset:
3     ldr sp, =stacktop
4     bl main
5     stop: b stop
```

Linker script:



```
1 ENTRY(reset)
2 MEMORY
3 {
4     Mem (rwx):ORIGIN = 0x00000000, LENGTH = 64M
5 }
6
7
8
9 SECTIONS
10 {
11
12     . = 0x10000;
13     .startup . :
14     {
15         startup.o(.text)
16     }> Mem
17     .text :
18     {
19
20         *(.text) *(.rodata)
21     }> Mem
22     .data :
23     {
24         *(.data)
25     }> Mem
26     .bss :
27     {
28         *(.bss) *(COMMON)
29     }> Mem
30     . = . + 0x1000;
31     stacktop = .;
32
33 }
```

Sections of app.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-objdump.exe -h app.o

app.o:      file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA           File off  Algn
  0 .text          0000001c  00000000  00000000  00000034  2**2
    CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
  1 .data          00000064  00000000  00000000  00000050  2**2
    CONTENTS, ALLOC, LOAD, DATA
  2 .bss           00000000  00000000  00000000  000000b4  2**0
    ALLOC
  3 .comment       0000007f  00000000  00000000  000000b4  2**0
    CONTENTS, READONLY
  4 .ARM.attributes 00000032  00000000  00000000  00000133  2**0
    CONTENTS, READONLY
```

Sections of uart.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-objdump.exe -h uart.o

uart.o:     file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA           File off  Algn
  0 .text          00000054  00000000  00000000  00000034  2**2
    CONTENTS, ALLOC, LOAD, READONLY, CODE
  1 .data          00000000  00000000  00000000  00000088  2**0
    CONTENTS, ALLOC, LOAD, DATA
  2 .bss           00000000  00000000  00000000  00000088  2**0
    ALLOC
  3 .comment       0000007f  00000000  00000000  00000088  2**0
    CONTENTS, READONLY
  4 .ARM.attributes 00000032  00000000  00000000  00000107  2**0
    CONTENTS, READONLY
```

Sections of startup.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-objdump.exe -h startup.o

startup.o:  file format elf32-littlearm

Sections:
Idx Name          Size      VMA           LMA           File off  Algn
  0 .text          00000010  00000000  00000000  00000034  2**2
    CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
  1 .data          00000000  00000000  00000000  00000044  2**0
    CONTENTS, ALLOC, LOAD, DATA
  2 .bss           00000000  00000000  00000000  00000044  2**0
    ALLOC
  3 .ARM.attributes 00000022  00000000  00000000  00000044  2**0
    CONTENTS, READONLY
```

Symbols of app.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-nm.exe app.o
00000000 T main
          U send_str_uart
00000000 D str
```

Symbols of uart.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-nm.exe uart.o
00000000 T send_str_uart
```

Symbols of startup.o:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-nm.exe startup.o
          U main
00000000 T reset
          U stacktop
00000008 t stop
```

Symbols of learn-in-depth.elf:

```
MINGW32/c/Users/Mohamed Saber/OneDrive/Desktop/Learn_In_Depth/labs/...
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ arm-none-eabi-nm.exe learn-in-depth.elf
00010010 T main
00010000 T reset
0001002c T send_str_uart
000110e4 D stacktop
00010008 t stop
00010080 D str
```

Running the application using QEMU emulator:

```
Mohamed Saber@DESKTOP-E7F6LQQ MINGW32 ~/OneDrive/Desktop/Learn_In_Depth/labs/embedded_diploma/Embedded_System_Learn_In_Depth/Embedded_C/Unit_2_Lesson_2/lab1 (main)
$ qemu-system-arm -M versatilepb -m 128M -nographic -kernel learn-in-depth.bin
Learn-In-Depth: Mohamed M. Saber
```

