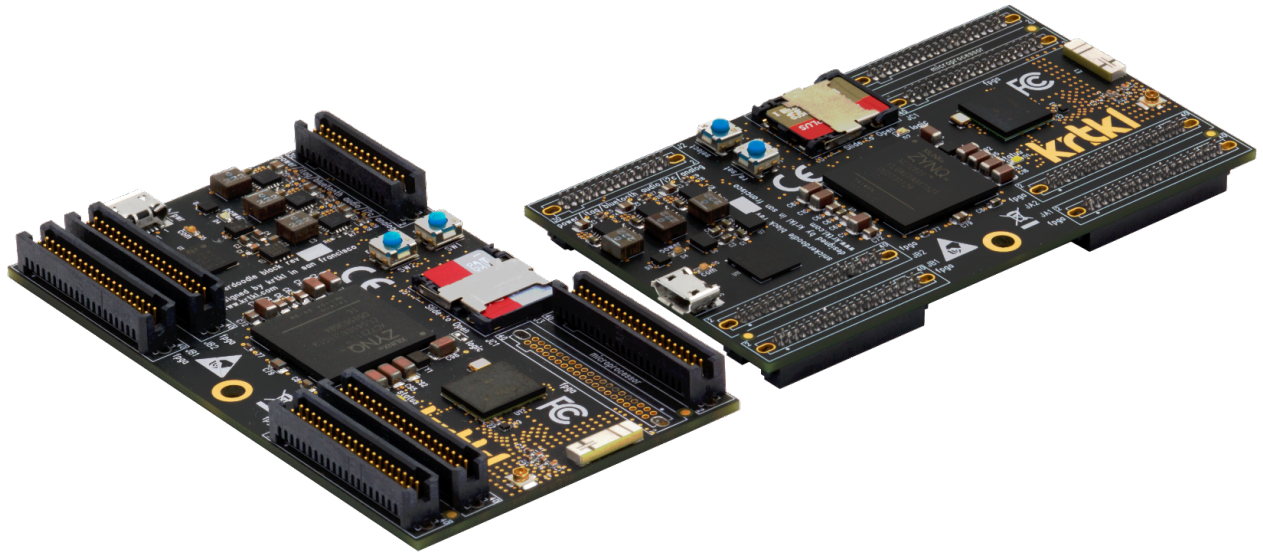


snickerdoodle



GETTING STARTED WITH SNICKERDOODLE

1

Getting the Tools

To get started programming on snickerdoodle, you'll need a set of tools. A virtual machine, preloaded with the tools and preconfigured to develop on snickerdoodle, can be downloaded and run on a local host using VMWare® Fusion 7™ or newer¹, or VirtualBox². The virtual machine has the Xilinx® Software Development Kit (SDK) which can be used to develop bare-metal and Linux based applications. Additionally, Xilinx Vivado® WebPack has been included for customization and development of programmable logic.

¹ VMWare Fusion can be purchased and downloaded from <https://www.vmware.com/products/fusion>

² VirtualBox can be downloaded from <https://www.virtualbox.org/>

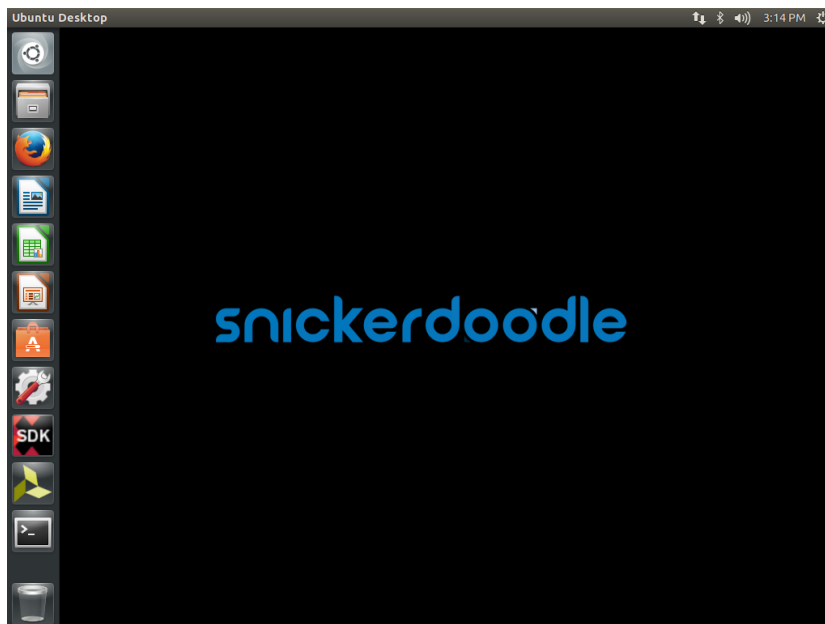


Figure 1.1: snickerdoodle SDK Virtual Machine Desktop

Creating an Application

To begin creating an application for snickerdoodle, open the Xilinx SDK from the Launcher toolbar on the left of the desktop. Xilinx SDK is an eclipse-based IDE that integrates Zynq specific tools into a familiar eclipse IDE. This will instantiate an empty programming workspace located in ~/workspace where project files and folders can be stored.

To create a new snickerdoodle project, select the 'Application Project' option from the **File** > **New** menu or from the **New** icon in the toolbar.

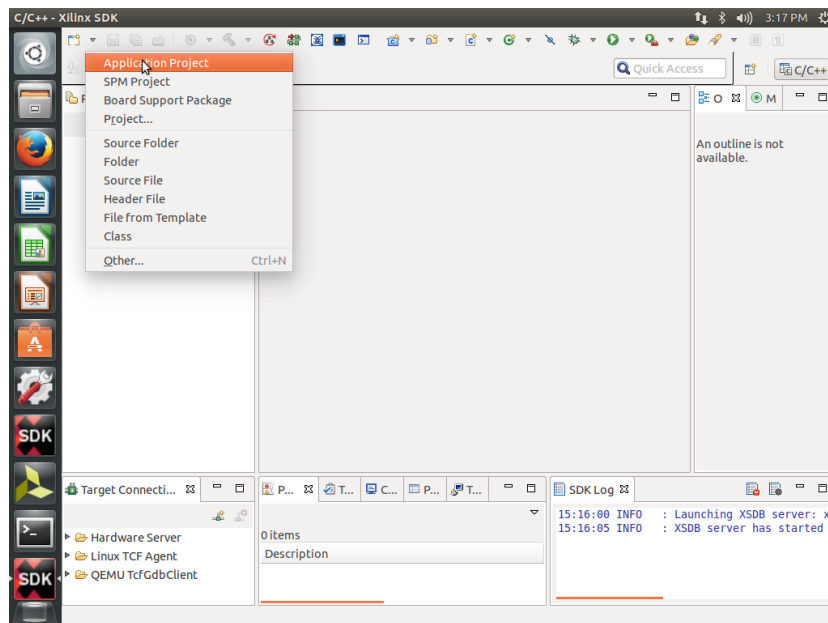


Figure 2.1: Creating a New Application Project

Selecting a new application project will bring up a dialog where the project details can be entered. From this dialog, the OS Platform (*i.e.*, linux, standalone) can be selected and a project name can be entered.

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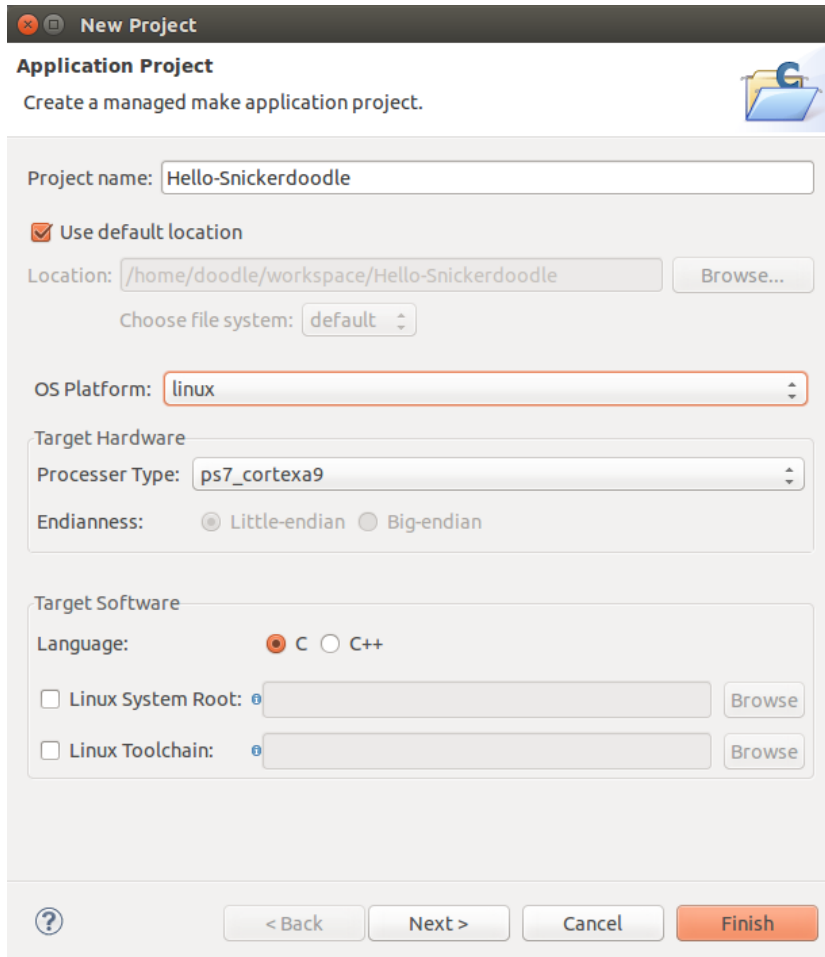


Figure 2.2: Application Project Details

Hello World

Creating a 'Hello World' project can be done by using the built-in **Linux Hello-World** template or creating an empty project using the **Linux Empty Application** template and filling in `main()` with custom code.

Once your project is created you can build and test using the build icon in the toolbar

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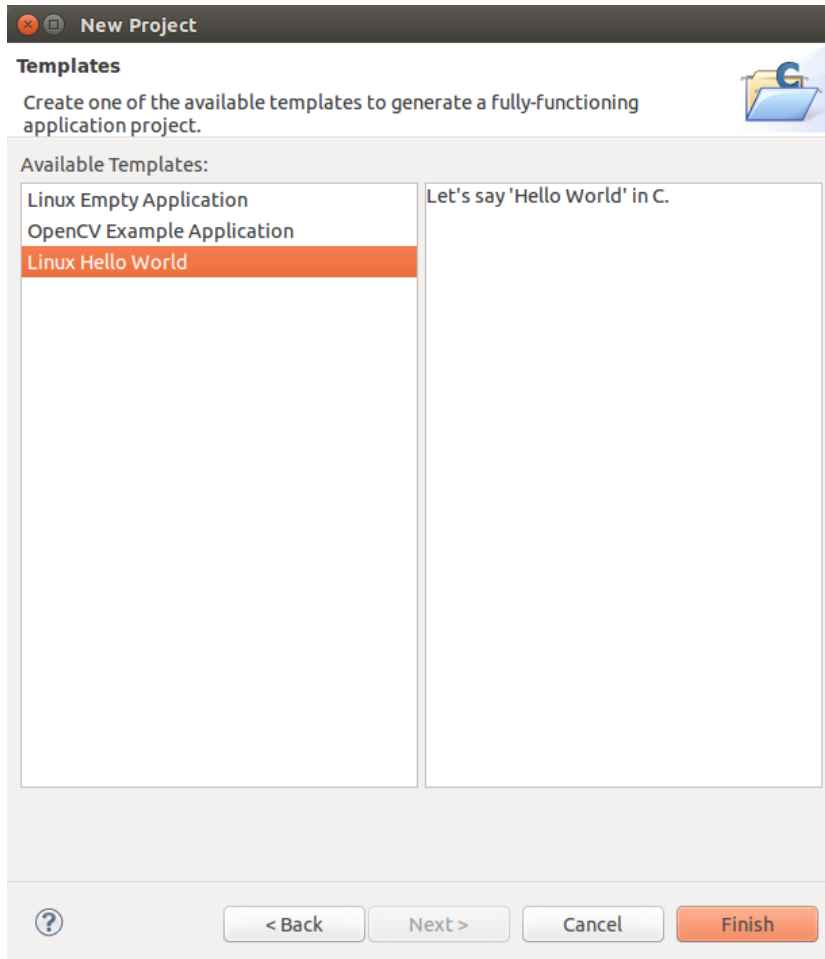


Figure 2.3: Application Project Templates

or by selecting **Project > Build All**.

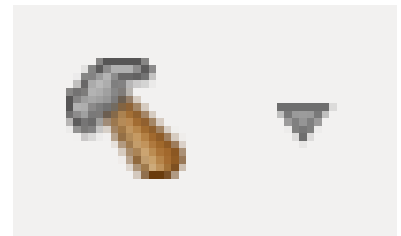


Figure 2.4: Project Build Button

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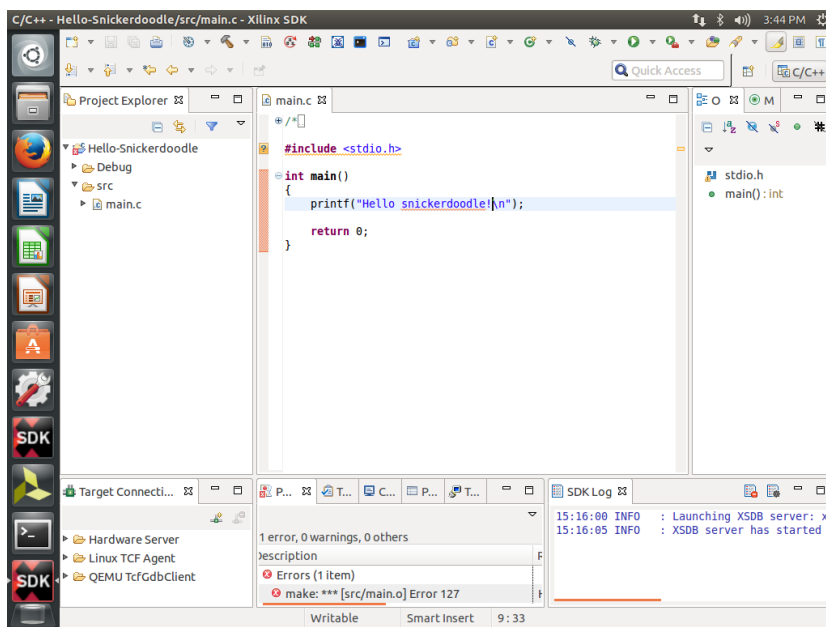


Figure 2.5: Hello World Project in SDK IDE

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