1. First, the function configures the prefetch cache module and flash wait cycles for maximum performance. Next, it configures the PIC32 for multi-vector interrupt mode. Then it disables JTAG debugging so that the associated pins are available for other functions. The pins RF0 and RF1 are then configured as digital outputs, to control LED1 and LED2. The function then configures UART3 so that the PIC32 can communicate with your computer. Configuring UART3 allows you to use NU32_WriteUART3() and NU32_ReadUART3() to send strings between the PIC32 and the computer. Finally, it enables interrupts.

2. LCD_writeString takes a pointer to a string not an actual string. The way to get it to work would be to define an array of chars and put the string there then give LCD_writeString a pointer to the first element of that list.

3. This command removes the files created when you originally built the project