#include "xparameters.h"

#include "xil\_printf.h"

#include "xuartlite.h"

XUartLite UartLiteInstance; // Initialize your UART Lite instance

void send\_byte(u8 data) {

XUartLite\_SendByte(XPAR\_UARTLITE\_0\_BASEADDR, data); // Send the byte using the UART Lite instance

}

u8 receive\_byte() {

u8 received\_data;

XUartLite\_RecvByte(XPAR\_UARTLITE\_0\_BASEADDR, &received\_data); // Receive a byte

return received\_data;

}

int main() {

init\_uart(); // Initialize and configure the UART Lite instance

while (1) {

u8 data\_to\_send = 0x03; // Data to send

send\_byte(data\_to\_send);

usleep(100000); // Optional delay

u8 received\_data = receive\_byte(); // Receive the data

// Print the received data as a u8 value

xil\_printf("Received Data: %d\n\r", received\_data);

// Continue sending and receiving data in a loop.

}

cleanup\_uart(); // This will not be reached in an infinite loop.

return 0;

}