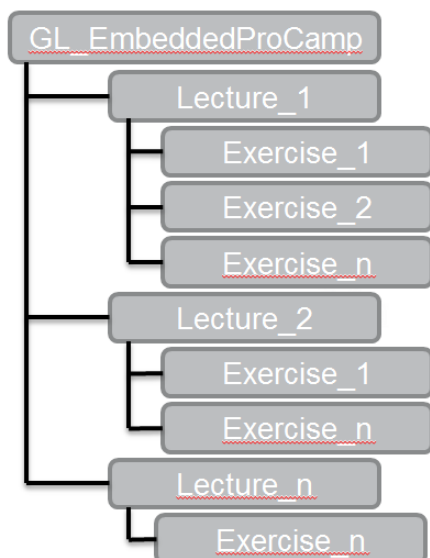


Tasks for Lecture 1

1. Read code style doc: <https://www.kernel.org/doc/html/v4.10/process/coding-style.html>
2. Create account on GitHub if it still not exist
3. Create GL_EmbeddedProCamp repository on GitHub
4. Create lecture1 branch
5. Create folder lecture1 in the repository
6. Execute excersises (see next slide)
7. Make following exercises:
 - 1.1. Ex1: Write swap16, swap32, swap64 functions that swap, bytes in uint16_t, unit32_t, and uint64_t functions.
 - 1.2. Ex2: Write function that converts RGB 888 to RGB 565.
 - 1.3. Ex3: Write program that get from user height and weight of rectangle (in meters) and calculate perimeter and area (in inches);
 - 1.4. Ex4: Write a C program to compute the perimeter and area of a circle with a radius of 6 meters;
 - 1.5. Ex5: Write a C program to compute factorial of 10
 - 1.6. Ex6: Write a C program to print all numbers between 1 to 500 which divided by a number specified by user;
8. Push it to GitHub and perform "Pull request" on master branch

Project structure

Folder structure



antial

Git branching scheme

