Module 3.2 Milestone One

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***How does the*** *macro UART\_DATA\_BINARY impact the UART?*

The UART\_DATA\_BINARY setting tells the UART to treat all data as binary. This means whatever you send is exactly what's transmitted, without altering any bits. It's perfect for applications where the integrity of the data is critical, such as sending a file or a precise command.

*How does the macro UART\_RETURN\_FULL impact the UART?*

Using UART\_RETURN\_FULL ensures that the UART only returns data once its buffer is completely filled. It's like waiting for a cup to be fully poured before drinking. This approach can be useful for batch processing but might introduce delays if the incoming data is slow.

*What driver call would you use to write 10 characters out of the UART?*

Sending 10 characters out through UART, would require the UART\_write function. This would require the UART handle, a pointer to the data, and the number to send. An example of this would be**: UART\_write(uart**, myData, 10);, where myData is your data array.

*What* *is the driver call to turn off LED 0?*

To switch off LED 0, you'd call GPIO\_write with the LED's configuration and an off value, like so: GPIO\_write(LED\_GPIO\_CONFIG, CONFIG\_GPIO\_LED\_OFF);. This flips the GPIO pin connected to LED 0 to its off state, effectively turning the LED off.

*What is the UART baud rate?*

The UART baud rate, as specified in this code, is set at 115200. This value is set using ’uartParams.baudRate = 115200’; within the UART initialization section.