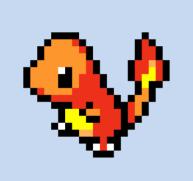
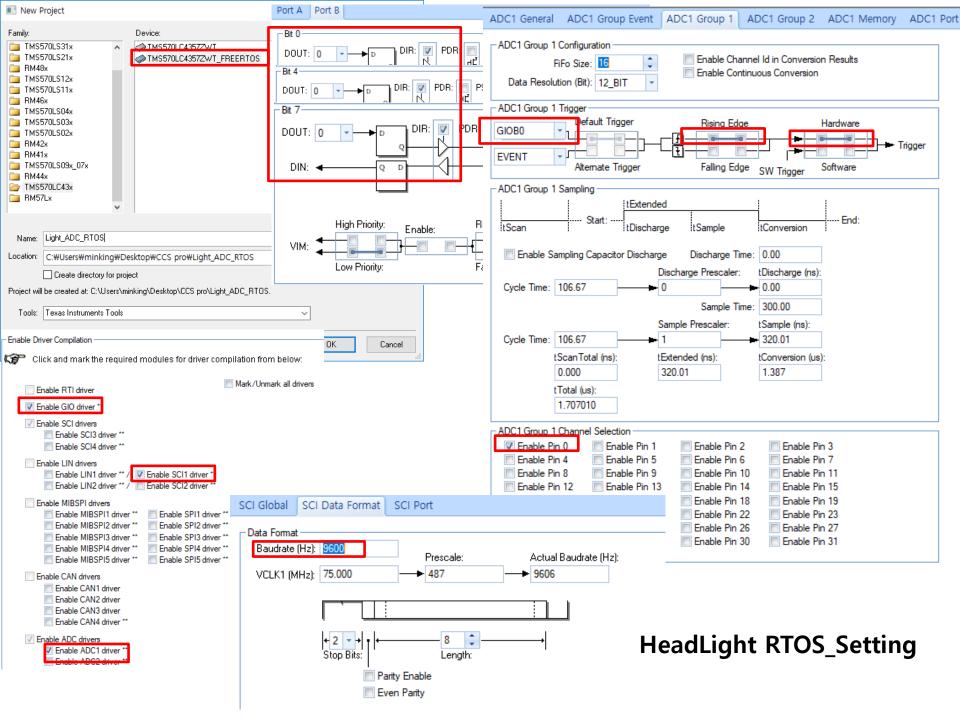
Xilinx Zynq FPGA TI DSP MCU 기반의 프로그래밍 및 회로 설계 전문가



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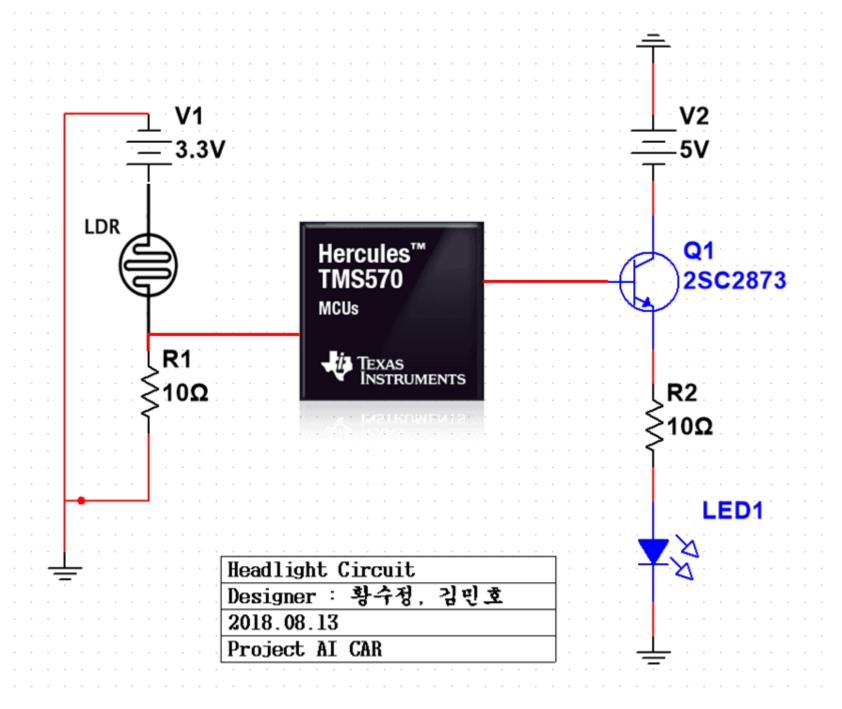




## **HeadLight RTOS\_CODE**

```
#include <HL gio.h>
#include <HL reg gio.h>
#include <stdio.h>
#include <FreeRTOS.h>
#include <FreeRTOSConfig.h>
#include < HL_hal_stdtypes.h >
#include <os_mpu_wrappers.h>
#include <os projdefs.h>
#include <os semphr.h>
#include <os_task.h>
#include <string.h>
#include <HL reg sci.h>
#include <HL_sci.h>
#include <HL_adc.h>
#include <HL reg adc.h>
adcData t counter;
uint8 msg[32] = \{ 0, \};
uint32 value;
xTaskHandle xTask1Handle:
QueueHandle t mutex;
void vTask1(void* pvParameters);
void send data(sciBASE t *sci, uint8 *msq, uint32 length)
   int i;
  for (i = 0; i < length; i++)
      sciSendByte(sciREG1, msg[i]);
void led(int bri)
   if (bri <= 5)
     gioSetBit(gioPORTB, 7, 1);
   else
      gioSetBit(gioPORTB, 7, 0);
```

```
int main()
  scilnit();
  giolnit();
  adcInit();
  adcStartConversion(adcREG1, adcGROUP1);
  gioSetBit(gioPORTB, 0, 0);
  if (xTaskCreate(vTask1, "Task1", configMINIMAL STACK SIZE * 8, NULL, 1,
&xTask1Handle) != pdTRUE)
     while (1)
  vTaskStartScheduler();
  while (1)
  return 0;
void vTask1(void *pbParameters)
  while (1)
     gioSetBit(gioPORTB, 0, 1);
     gioSetBit(gioPORTB, 4, 1);
     while (adclsConversionComplete(adcREG1, adcGROUP1) == 0)
     adcGetData(adcREG1, adcGROUP1, &counter);
     sprintf(msg, "value = %d\r\n", counter.value);
     send data(sciREG1, msq, strlen(msq));
     led(counter.value);
     vTaskDelay(80);
     gioSetBit(gioPORTB, 0, 0);
```



S COM4 - PuTTY value = 2value = 2 value = 2value = 3 value = 2 value = 2 value = 2 value = 1 value = 2 value = 3 value = 2 value = 2 value = 2value = 2 value = 3 value = 6 value = 10 value = 11value = 12value = 11 value = 12value = 11value = 10 value = 11 value = 11 value = 12value = 12value = 11value = 11 value = 12 value = 12value = 11value = 11value = 12 value = 11 value = 11 value = 11 value = 11 value = 10 value = 11 value = 12 value = 11 value = 11 value = 12 value = 10 value = 11 value = 12 value = 11 value = 11 value = 11value = 10 value = 10value = 10

