

Date Submitted: 12/4/19**Task 01:**Youtube Link: <https://youtu.be/5vN4CUxyeCA>

Modified Code:

```

/* TI-RTOS Header files */
#include <xdc/std.h>
#include <ti/sysbios/BIOS.h>
#include <ti/sysbios/knl/Task.h>

#include <ti/drivers/GPIO.h>

/* Example/Board Header files */
#include "Board.h"

void myDelay(int count);

/* Could be anything, like computing primes */
#define FakeBlockingSlowWork()    myDelay(12000000)
#define FakeBlockingFastWork()   myDelay(2000000)

Task_Struct workTask;
/* Make sure we have nice 8-byte alignment on the stack to avoid wasting memory */
#pragma DATA_ALIGN(workTaskStack, 8)
#define STACKSIZE 1024
static uint8_t workTaskStack[STACKSIZE];

void doUrgentWork(void)
{
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_OFF);
    FakeBlockingFastWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_ON);
}

void doWork(void)
{
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_OFF);
    FakeBlockingSlowWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_ON);
}

Void workTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doWork();

        /* Wait a while, because doWork should be a periodic thing, not continuous.*/

```

Github root directory: <https://github.com/TennielTakenaka/sturdy-carnival/tree/master/Lab%201>

```

        myDelay(24000000);
    }
}

/*
 * ===== main =====
 */
int main(void)
{
    Board_initGeneral();
    GPIO_init();

    /* Set up the led task */
    Task_Params workTaskParams;
    Task_Params_init(&workTaskParams);
    workTaskParams.stackSize = STACKSIZE;
    workTaskParams.priority = 2;
    workTaskParams.stack = &workTaskStack;

    Task_construct(&workTask, workTaskFunc, &workTaskParams, NULL);

    /* Start kernel. */
    BIOS_start();

    return (0);
}

/*
 * ===== myDelay =====
 * Assembly function to delay. Decrements the count until it is zero
 * The exact duration depends on the processor speed.
 */
__asm("    .sect \".text:myDelay\"\n"
      "    .clink\n"
      "    .thumbfunc myDelay\n"
      "    .thumb\n"
      "    .global myDelay\n"
      "myDelay:\n"
      "    subs r0, #1\n"
      "    bne.n myDelay\n"
      "    bx lr\n");

```

Task 02:

Youtube link: <https://youtu.be/5vN4CUxyeCA>



Runtime Memory Options

System (Hwi and Swi) stack size	<input type="text" value="0"/>
Heap size	<input type="text" value="4096"/>
Heap section	<input type="text" value="null"/>

☐ Use HeapTrack

The heap configured above is used for the standard C malloc() and free() functions or when the 'heap' argument to [Memory alloc\(\)](#) is NULL.

Task 03:

Youtube Link: <https://youtu.be/lv6XkVPCM04>

Modified Code:

```

/* TI-RTOS Header files */
#include <xdc/std.h>
#include <ti/sysbios/BIOS.h>
#include <ti/sysbios/knl/Task.h>

#include <ti/drivers/GPIO.h>
#include <ti/sysbios/knl/Clock.h>
/* Example/Board Header files */
#include "Board.h"

void myDelay(int count);

/* Could be anything, like computing primes */
#define FakeBlockingSlowWork()    myDelay(12000000)
#define FakeBlockingFastWork()   myDelay(2000000)

Task_Struct workTask;
/* Make sure we have nice 8-byte alignment on the stack to avoid wasting memory */
#pragma DATA_ALIGN(workTaskStack, 8)
#define STACKSIZE 1024
static uint8_t workTaskStack[STACKSIZE];

void doUrgentWork(void)
{
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_OFF);
    FakeBlockingFastWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_ON);
}

void doWork(void)
{
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_OFF);
    FakeBlockingSlowWork(); /* Pretend to do something useful but time-consuming */

```

```

    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_ON);
}

Void workTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doWork();

        /* Wait a while, because doWork should be a periodic thing, not continuous.*/
        //myDelay(24000000);
        Task_sleep(500 * (1000 / Clock_tickPeriod));
    }
}

/*
 * ===== main =====
 */
int main(void)
{
    Board_initGeneral();
    GPIO_init();

    /* Set up the led task */
    Task_Params workTaskParams;
    Task_Params_init(&workTaskParams);
    workTaskParams.stackSize = STACKSIZE;
    workTaskParams.priority = 2;
    workTaskParams.stack = &workTaskStack;

    Task_construct(&workTask, workTaskFunc, &workTaskParams, NULL);

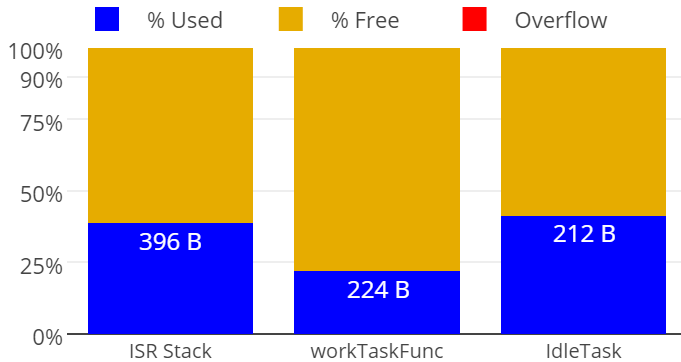
    /* Start kernel. */
    BIOS_start();

    return (0);
}

/*
 * ===== myDelay =====
 * Assembly function to delay. Decrements the count until it is zero
 * The exact duration depends on the processor speed.
 */
__asm("    .sect \".text:myDelay\"\n"
      "    .clink\n"
      "    .thumbfunc myDelay\n"
      "    .thumb\n"
      "    .global myDelay\n"
      "myDelay:\n"
      "    subs r0, #1\n"
      "    bne.n myDelay\n"
      "    bx lr\n");

```

Stack Space



Stack (Total used: 832 Bytes)



Type	Time	Error	Master	Message	Event	EventClass	Data1	Data2	S
	71730499267		Cortex_...	LM_switch: oldtsk: 0x200026c0, old...	CtxChg	TSK	wor...		
	72724884033		Cortex_...	LD_block: tsk: 0x200012e8, func: 0...	Task_LD_block	Unknown	wor...		
	72724914550		Cortex_...	LM_sleep: tsk: 0x200012e8, func: 0...	Task_LM_sleep	Unknown	wor...		
	72724914550		Cortex_...	LM_switch: oldtsk: 0x200012e8, old...	CtxChg	TSK	ti_sy...		
	73225006103		Cortex_...	LD_ready: tsk: 0x200012e8, func: 0...	Task_LD_ready	Unknown	wor...		
	73225006103		Cortex_...	LM_switch: oldtsk: 0x200026c0, old...	CtxChg	TSK	wor...		
	74219390869		Cortex_...	LD_block: tsk: 0x200012e8, func: 0...	Task_LD_block	Unknown	wor...		

▼ Runtime Memory Options

System (Hwi and Swi) stack size

Heap size

Heap section

Task 04:Youtube Link: <https://youtu.be/60jNbsg7I1A>

Modified Code:

```

/* TI-RTOS Header files */
#include <xdc/std.h>
#include <ti/sysbios/BIOS.h>
#include <ti/sysbios/knl/Task.h>
#include <ti/sysbios/knl/Clock.h>

```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

Github root directory: <https://github.com/TennielTakenaka/sturdy-carnival/tree/master/Lab%201>

```
#include <ti/drivers/GPIO.h>

/* Example/Board Header files */
#include "Board.h"

void myDelay(int count);

/* Could be anything, like computing primes */
#define FakeBlockingSlowWork()    myDelay(12000000)
#define FakeBlockingFastWork()   myDelay(2000000)

Task_Struct workTask;
Task_Struct urgentWorkTask;
/* Make sure we have nice 8-byte alignment on the stack to avoid wasting memory */
#pragma DATA_ALIGN(workTaskStack, 8)
#define STACKSIZE 1024
static uint8_t workTaskStack[STACKSIZE];
static uint8_t urgentWorkTaskStack[STACKSIZE];

void doUrgentWork(void)
{
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_OFF);
    FakeBlockingFastWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_ON);
}

void doWork(void)
{
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_OFF);
    FakeBlockingSlowWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_ON);
}

Void workTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doWork();

        /* Wait a while, because doWork should be a periodic thing, not
continuous.*/
        //myDelay(24000000);
        Task_sleep(500 * (1000 / Clock_tickPeriod));
    }
}

Void urgentWorkTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doUrgentWork();
    }
}
```

```

        /* Wait a while, because doWork should be a periodic thing, not
continuous.*/
        //myDelay(24000000);
        Task_sleep(50 * (1000 / Clock_tickPeriod));
    }
}

/*
 * ===== main =====
 *
 */
int main(void)
{
    Board_initGeneral();
    GPIO_init();

    /* Set up the led task */
    Task_Params workTaskParams;
    Task_Params_init(&workTaskParams);
    workTaskParams.stackSize = STACKSIZE;
    workTaskParams.priority = 2;
    workTaskParams.stack = &workTaskStack;

    Task_construct(&workTask, workTaskFunc, &workTaskParams, NULL);

    workTaskParams.priority = 1;
    workTaskParams.stack = &urgentWorkTaskStack;

    Task_construct(&urgentWorkTask, urgentWorkTaskFunc, &workTaskParams, NULL);

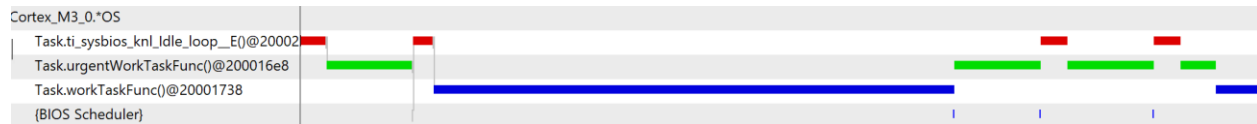
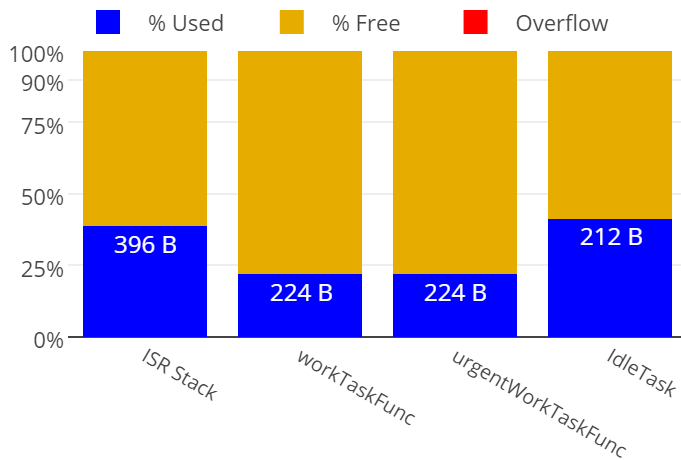
    /* Start kernel. */
    BIOS_start();

    return (0);
}

/*
 * ===== myDelay =====
 * Assembly function to delay. Decrements the count until it is zero
 * The exact duration depends on the processor speed.
 */
__asm("    .sect \".text:myDelay\"\n"
      "    .clink\n"
      "    .thumbfunc myDelay\n"
      "    .thumb\n"
      "    .global myDelay\n"
      "myDelay:\n"
      "    subs r0, #1\n"
      "    bne.n myDelay\n"
      "    bx lr\n");

```


Stack Space



	Type	Time	Error	Master	Message	Event	EventClass	Data1	Data2	SeqNo	Logger	Module
12		117620880126		Cortex_...	LD_block: tsk: 0x20001738, func: 0...	Task_LD_block	Unknown	wor...		1278	SYSBI...	ti.sysb...
13		117620910644		Cortex_...	LM_sleep: tsk: 0x20001738, func: 0...	Task_LM_sleep	Unknown	wor...		1279	SYSBI...	ti.sysb...
14		117620910644		Cortex_...	LM_switch: oldtsk: 0x20001738, old...	CtxChg	TSK	urg...		1280	SYSBI...	_ti.uia...
15		117786773681		Cortex_...	LD_block: tsk: 0x200016e8, func: 0...	Task_LD_block	Unknown	urg...		1281	SYSBI...	ti.sysb...
16		117786804199		Cortex_...	LM_sleep: tsk: 0x200016e8, func: 0...	Task_LM_sleep	Unknown	urg...		1282	SYSBI...	ti.sysb...
17		117786804199		Cortex_...	LM_switch: oldtsk: 0x200016e8, old...	CtxChg	TSK	ti_sy...		1283	SYSBI...	_ti.uia...
18		117836914062		Cortex_...	LD_ready: tsk: 0x200016e8, func: 0...	Task_LD_ready	Unknown	urg...		1284	SYSBI...	ti.sysb...

BIOS - All Top-level BIOS Options

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Basic

Name	Value	Summary
▼ Memory		
instanceHeap	null	module's instance heap
instanceSection	null	memory section for module's instances
memoryPolicy	DELETE_POLICY	module's memory policy
namedModule	false	true => module's name is on target
namedInstance	false	true => instances have string names
▼ Diagnostics		
logger	null	module's logger
diags_ASSERT	ALWAYS_ON	module's Diags assert mode
diags_ENTRY	ALWAYS_OFF	module's function entry Diags mode
diags_EXIT	ALWAYS_OFF	module's function exit Diags mode
diags_INTERNAL	ALWAYS_OFF	module's internal assert mode

Task 05: CHANGING PRIORITY [FROM TASK 4]Youtube Link: <https://youtu.be/pLeWJ3xMKJ8>**Modified Code:**

```

/* TI-RTOS Header files */
#include <xdc/std.h>
#include <ti/sysbios/BIOS.h>
#include <ti/sysbios/knl/Task.h>
#include <ti/sysbios/knl/Clock.h>

#include <ti/drivers/GPIO.h>

/* Example/Board Header files */
#include "Board.h"

void myDelay(int count);

/* Could be anything, like computing primes */
#define FakeBlockingSlowWork()    myDelay(12000000)
#define FakeBlockingFastWork()   myDelay(2000000)

Task_Struct workTask;
Task_Struct urgentWorkTask;
/* Make sure we have nice 8-byte alignment on the stack to avoid wasting memory */
#pragma DATA_ALIGN(workTaskStack, 8)
#define STACKSIZE 1024
static uint8_t workTaskStack[STACKSIZE];
static uint8_t urgentWorkTaskStack[STACKSIZE];

void doUrgentWork(void)
{
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_OFF);
    FakeBlockingFastWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED1, Board_GPIO_LED_ON);
}

void doWork(void)
{
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_OFF);
    FakeBlockingSlowWork(); /* Pretend to do something useful but time-consuming */
    GPIO_write(Board_GPIO_LED0, Board_GPIO_LED_ON);
}

Void workTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doWork();

        /* Wait a while, because doWork should be a periodic thing, not
        continuous.*/

```

Github root directory: <https://github.com/TennielTakenaka/sturdy-carnival/tree/master/Lab%201>

```

        //myDelay(24000000);
        Task_sleep(500 * (1000 / Clock_tickPeriod));
    }
}

Void urgentWorkTaskFunc(UArg arg0, UArg arg1)
{
    while (1) {

        /* Do work */
        doUrgentWork();

        /* Wait a while, because doWork should be a periodic thing, not
continuous.*/
        //myDelay(24000000);
        Task_sleep(50 * (1000 / Clock_tickPeriod));
    }
}

/*
 * ===== main =====
 */
int main(void)
{
    Board_initGeneral();
    GPIO_init();

    /* Set up the led task */
    Task_Params workTaskParams;
    Task_Params_init(&workTaskParams);
    workTaskParams.stackSize = STACKSIZE;
    workTaskParams.priority = 2;
    workTaskParams.stack = &workTaskStack;

    Task_construct(&workTask, workTaskFunc, &workTaskParams, NULL);

    workTaskParams.priority = 3;
    workTaskParams.stack = &urgentWorkTaskStack;

    Task_construct(&urgentWorkTask, urgentWorkTaskFunc, &workTaskParams, NULL);

    /* Start kernel. */
    BIOS_start();

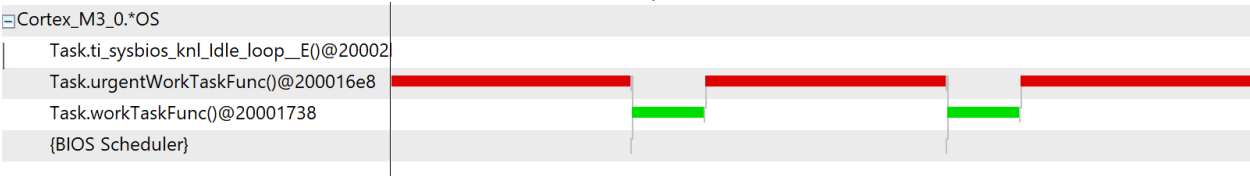
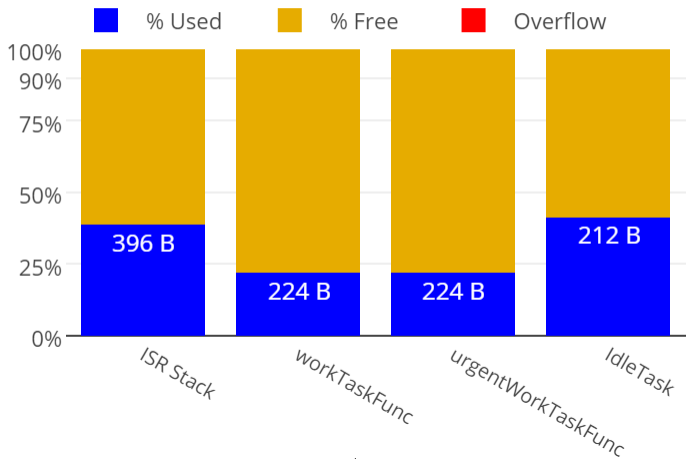
    return (0);
}

/*
 * ===== myDelay =====
 * Assembly function to delay. Decrements the count until it is zero
 * The exact duration depends on the processor speed.
 */
__asm("    .sect \".text:myDelay\"\n"
        "    .clink\n"
```

Github root directory: <https://github.com/TennielTakenaka/sturdy-carnival/tree/master/Lab%201>

```
"    .thumbfunc myDelay\n"    .thumb\n"    .global myDelay\nmyDelay:\n"    subs r0, #1\n"    bne.n myDelay\n"    bx lr\n");
```

Stack Space



Type	Time	Error	Master	Message	Event	EventClass	Data1	Data2
Type	102998962402		Cortex_...	LM_switch: oldtsk: 0x20001738, old...	CtxChg	TSK	urg...	
	103164825439		Cortex_...	LD_block: tsk: 0x200016e8, func: 0...	Task_LD_block	Unknown	urg...	
	103164855957		Cortex_...	LM_sleep: tsk: 0x200016e8, func: 0...	Task_LM_sleep	Unknown	urg...	
	103164855957		Cortex_...	LM_switch: oldtsk: 0x200016e8, old...	CtxChg	TSK	wor...	
	103214874267		Cortex_...	LD_ready: tsk: 0x200016e8, func: 0...	Task_LD_ready	Unknown	urg...	
	103214874267		Cortex_...	LM_switch: oldtsk: 0x20001738, old...	CtxChg	TSK	urg...	
	103380737304		Cortex_...	LD_block: tsk: 0x200016e8, func: 0...	Task_LD_block	Unknown	urg...	
	103380767822		Cortex_...	LM_sleep: tsk: 0x200016e8, func: 0...	Task_LM_sleep	Unknown	urg...	

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Basic

Name	Value	Summary
▼ Memory		
instanceHeap	null	module's instance heap
instanceSection	null	memory section for module's instances
memoryPolicy	DELETE_POLICY	module's memory policy
namedModule	false	true => module's name is on target
namedInstance	false	true => instances have string names
▼ Diagnostics		
logger	null	module's logger
diags_ASSERT	ALWAYS_ON	module's Diags assert mode
diags_ENTRY	ALWAYS_OFF	module's function entry Diags mode
diags_EXIT	ALWAYS_OFF	module's function exit Diags mode