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/*
 *main.c
 *
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 */
#include "macros.h"
#include <ulk.h>

int main(void) PROGRAM_ENTRY;

int main()
{

    struct PIXEL
    {
        unsigned int x;
        unsigned int y;
    };
    extern struct PIXEL pixel;
    extern struct PIXEL ulk_proc_touch_spi_enable(void);
    extern struct PIXEL ulk_proc_touch_spi_poll(void);
    extern void ulk_proc_touch_spi_disable(void);
    int row=0,column=0, *address = 0x80500000;
    for(row=0;row<320;row++)
    {
        for(column=0; column<160; column++)
        {
            *(address+(row*320)+column) = 0xff0000;
        }
    }
    for(row=0;row<320;row++)
    {
        for(column=161; column<=320; column++)
        {
            *(address+(row*320)+column) = 0x00ff00;
        }
    }

    ulk_fpga_clcd_init();
    ulk_fpga_clcd_display_on();
    ulk_fpga_clcd_display_clear();
    ulk_fpga_clcd_cursor_home();
    ulk_fpga_clcd_display_string("PRESS RED FOR ADMK***PRESS GREEN FOR
DMK");
    ulk_fpga_clcd_shift_left(6);
    ulk_proc_delay(ULK_SEC(2));
    ulk_proc_touch_spi_enable();

    while(1)
    {
        pixel=ulk_proc_touch_spi_poll();
        if (pixel.x!=0 && pixel.y!=0)

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        {
            ulk_cpanel_printf(" Xpos: %d\n YPos:
%d\n", pixel.x,pixel.y);

            break;
        }
    }

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ulk_proc_touch_spi_disable();
int i,fd,sd,td,frd,dd;
i=1;

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    ulk_fpga_7seg_led_enable();
    fd = i%10;
    sd = ((i/10)%10)*16;
    td = ((i/100)%10)*16*16;
    frd= (i/1000)*16*16*16;
    dd = fd+sd+td+frd;
    ulk_fpga_7seg_led_write(i);
    ulk_proc_delay(ULK_SEC(2));
    ulk_fpga_7seg_led_write(dd);
    ulk_proc_delay(ULK_SEC(2));
    ulk_fpga_7seg_led_write(i);
    ulk_proc_delay(ULK_SEC(2));
    ulk_fpga_7seg_led_disable();

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char user_string[100];
unsigned long a = 1;

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/* User input and Display*/
while(1)
{

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    ulk_proc_led_config(a-1);
    ulk_proc_led_drive(a-1,1);
    break;

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}
ulk_fpga_clcd_display_string("voted!");
}

```