```c
#ifndef   __THREADSCORE_H

#include <stdint.h>
#include <stdio.h>
#include <LPC17xx.h>


uint32_t* getMSPInitialLocation (void); //Obtains the initial location of MSP by looking it up in the
vector table

uint32_t* getNewThreadStack (uint32_t offset); //Returns address of new a PSP with offset of "offset"
bytes from MSP.

void setThreadingWithPSP (uint32_t* threadStack); // Sets the value of PSP to threadStack and ensures
that the microcontroller is using that value by changing the CONTROL register

#endif
```