Lab 3

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# Introduction to Python programming on the Raspberry Pi

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# 1 Activity 1

A picture of the evidence working of the first activity is displayed on figure 1.

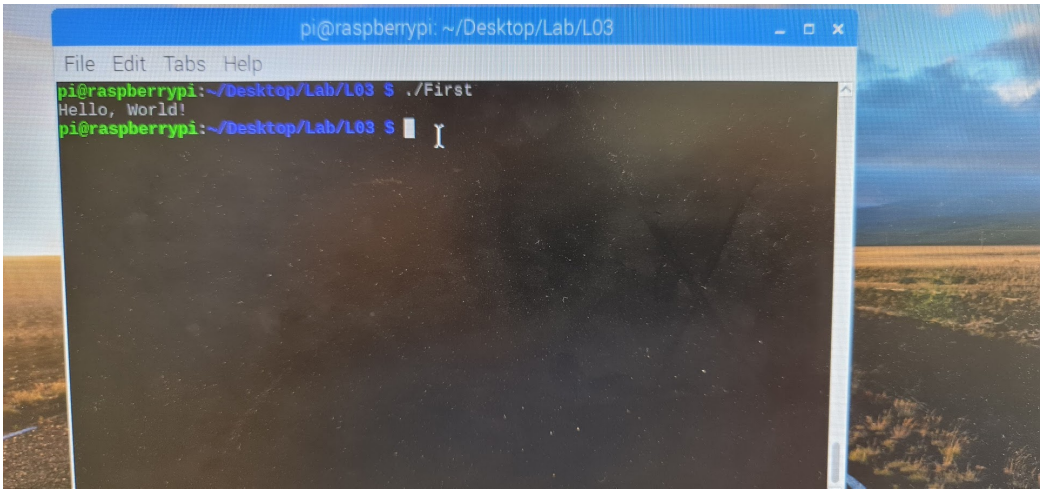


Figure 1: Hello World example working

# 2 Activity 2

A picture of the evidence working of this activity is displayed on figure 2. Multiple examples are displayed including the example in the instructions.

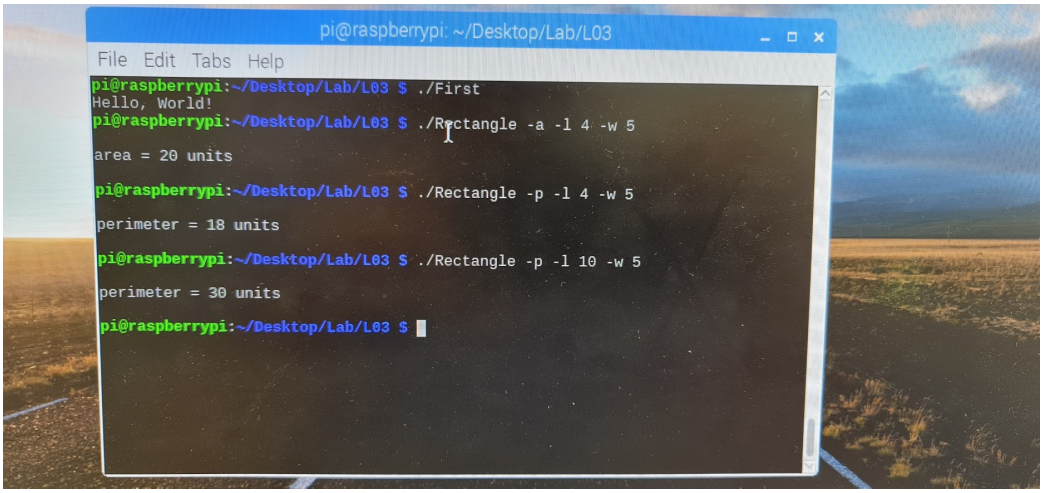


Figure 2: Rectangle activity working

The code is listed on the following link: `https://github.com/javiermomc/Sistemas_Embebidos/blob/main/L03/Rectangle.c`

# 3 Activity 3

A picture of the evidence working of this activity is displayed on figure 3. More than one name is included but the 40 limit is not reached.

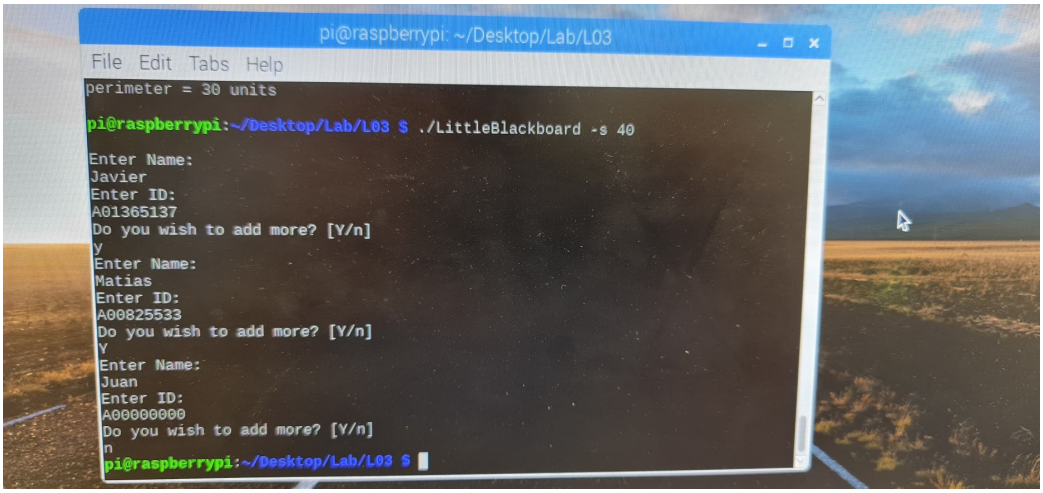


Figure 3: Littleblackboard activity working

The code is listed on the following link: `https://github.com/javiermomc/Sistemas_Embebidos/blob/main/L03/LittleBlackboard.c`

# 4 Conclusions

Because the Raspberry Pi accepts C as a programming language, the possibilities are limitless to create ideas and solve problems with the ease of a more familiar and general language than assembly. There were not any problem to access the libraries and functions for the development of the previous activities and the programs run correctly.

# 5 Bibliography


- https://github.com/matias-vazquez/SistemasEmbebidos