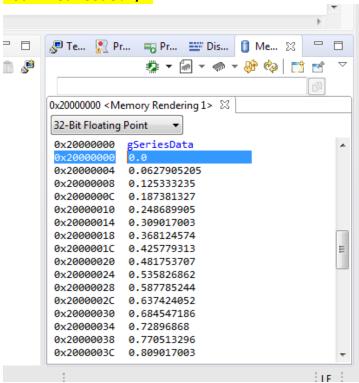
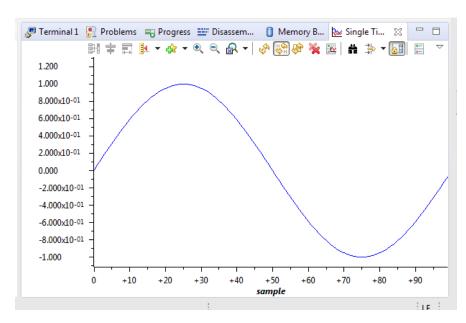
## Lab<sub>09</sub>

## Task 1

#### Youtube link: N/A

# Modified code:N/A





# Task 2

```
Modified code:
int main(void)
    float fRadians;
    FPULazyStackingEnable();
    FPUEnable();
    SysCtlClockSet(SYSCTL_SYSDIV_4 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ |
SYSCTL_OSC_MAIN);
    fRadians = ((2 * M_PI*0.02) / SERIES_LENGTH);
    while(i32DataCount < SERIES_LENGTH)</pre>
        gSeriesData[i32DataCount] = sinf(fRadians * i32DataCount*50)+ (cosf(fRadians
* i32DataCount * 200.0)*0.5);
        i32DataCount++;
    }
    while(1)
    }
}
                 🙇 🔻 🗐 🔻 🦛 🔻 🧬 🍪 | 📸 💅
    0x20000000
   0x20000000 < Memory Rendering 2> □
   32-Bit Floating Point
   0x20000000
              gSeriesData
   0x20000004 0.547082126
   0x20000008 0.563486576
   0x2000000C 0.551865637
   0x20000010 0.516603291
   0x20000014 0.463525504
   0x20000018 0.399519801
   0x2000001C 0.332088679
   0x20000020 0.268864065
   0x20000024 0.217114806
   0x20000028 0.183276713
   0x2000002C 0.172535777
   0x20000030 0.188489795
   0x20000034 0.232911289
   0x20000038
              0.305624902
   0x2000003C 0.404508412
```

