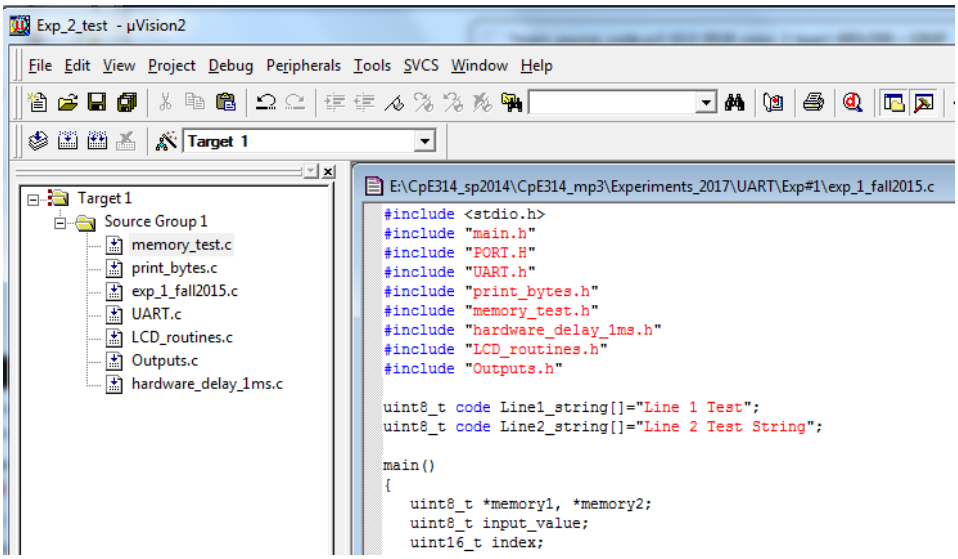
Organizing your Source Code:

You were given two source code (.c) files and two header (.h) files.

How do you place these files into the project and what files need to be created for the first project?

My solution to the first project has the following source code files placed in the source group folder in Keil uVision2. The two source code files that were given (memory_test.c and print_bytes.c), a source code file for the project (this will contain the main function), UART.c and LCD_routines.c source code files. My solution has an outputs.c source code file that has portable functions for controlling the outputs. If you use the sbit keyword to define outputs, then you do not need the outputs.c source code file. I also use a timer to create my delays for the LCD module. Since this delay function could be used in other projects, I placed the function into its own source code file.



Notice that the header files are not in this folder since they are not source code files. You can place them in this folder and it will not cause any errors. Some compilers have a folder for header files, but this compiler does not. The header files are actually made a part of the project using the #include statements. If you want to use a public function or a public constant, the prototype or definition is in a header file. Place a #include statement at the beginning of the source code file where you want to use the function or constant. The main.h header file must be included in all source code files because it has the typedefs for the variable types.