| Lab 5 grading sheet | | | Circle professor |
|--|--|--|------------------------------------|
| 1) Name Last | First | EID | _VJR, MT, JV, RY |
| 2) Name Last | First | EID | _VJR, MT, JV, RY |
| 1. All source files that you have Please do not commit other file to 2. Deliverables 20%: 0) This sheet Combine the following components SVN before your checkout time. Have 1) Logic analyzer screen when cars are present 2) Circuit diagram (with 1) 3) Drawing of the finite services. | ypes. in this order into one the this file open on the constant showing the system on both roads (like Fileyour name and date) us | pdf file and comminomputer during dem stem running in sim gure 5.4). | t it to Lab5 folder in onstration. |
| 3. Performance 35%: Does it handle correctly all sit 4. Adhere to coding standard 5% Good Names have meaning Variables have units in comment | - | | |
| Consistent indentation Consistent use of braces C99 style | | 1) | 2) |
| | | | |
| 5. Demonstration 40%: During checkout, you will be asked to show both the simulated and actual TM4C123 systems to the TA. The TAs will expect you to know how the SysTick_Wait function works, and know how to add more input signals and/or output signals. An interesting question that may be asked during checkout is how you could experimentally prove your system works. In other words, what data should be collected and how would you collect it? If there were an accident, could you theoretically prove to the judge and jury that your software implements the FSM? What type of FSM do you have? What other types are there? How many states does it have? In general, how many next-state arrows are there? Explain how the linked data structure is used to implement the FSM. Explain the mathematical equation used to calculate the address of the next state, depending on the current state and the input. Be prepared to write software that delays 1 second without using the timer (you can use a calculator and manual). How do you prove the delay will be 1 second? Explain the assembly code created by the compiler for the main loop implementing the FSM, how are the data in the struct accessed? List some general qualities that would characterize a good FSM. 1) 2) | | | |
| | Total: | | |