

Course: ECE372A<br>

Author: <br>

NetID: <br>

Date: <br>

Project Name: Lab0

#### # Description

In this lab, you will familiarize yourself with using platformIO by creating a project and adding files to it.

#### # Instructions

0. Download and install platformIO if you haven't already done so.
1. Download the zipped project folder from D2L to an appropriate directory on your computer
2. Open the project in PlatformIO
3. Add two new files to the project titled led.h and led.cpp
4. Fill out these files according to the requirements in the next section.
5. Zip your project and turn it in to D2L

#### # Requirements

##### ## Overall

1. The program must compile. This can be tested using the checkmark icon
2. The project must be turned in to D2L by the end of your lab period

##### ## led.h

1. Appropriate header guards must be present.
2. A function prototype that returns void and has no parameters called initLED must be present.
3. A function prototype that returns void and has no parameters called testLED must be present.
4. A function prototype called turnOnLED that returns void and has a parameter called led of type int must be present.

##### ## led.cpp

1. Appropriate files must be included to make the program compile
2. A \*blank\* function implementation that returns void and has no parameters called initLED must be present.
3. A \*blank\* function implementation that returns void and has no parameters called testLED must be present.
4. A \*blank\* function implementation called turnOnLED that returns void and has a parameter called led of type int must be present.

##### ## main.cpp

1. Must not be changed from provided file except to add your name, date, and netID