**ECEN 5813**

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**PES Project 1 Code pdf**

**readme.md**

**# cu-ecen-5813-project-1**

**\*\*Title:\*\***

PES Project 1 Readme **<**br/**>**

**\*\*Name:\*\***

Curry Buscher, Chutao Wei **<**br/**>**

**\*\*Repository Comments:\*\***

This repository contains 3 programs (see more details in PES Project 1.pdf) **<**br/**>**

**\*\*Project Comments:\*\***

No issues so far **<**br/**>**

**### \*\*Installation/Execution/Editing Notes:\*\*<br/>**

**\*\*Language:\*\***

C**<**br/**>**

**\*\*Compiler:\*\***

GCC version 7.4.0**<**br/**>**

**\*\*Environment:\*\***

Ubuntu 18.04.1**<**br/**>**

**\*\*License:\*\***

MIT**<**br/**>**

**makefile**

# Name: makefile

# Description: makefile for project 1 for ECEN 5813 Principle of Embedded System Software

# Toolchain: gcc compiler version 7.4.0

XCC **=** gcc # Compiler

LD **=** ld # Linker

CFLAGS **=** # Compiler Flags

LDFLAGS **=** -lc # Linker Flags

DEPS **=** # header files

OBJ1 **=** program\_1.o

OBJ2 **=** program\_2.o

OBJ3 **=** program\_3.o

all**:** one two three

one**:** $(OBJ1)

$(XCC) -o $@ $^ $(CFLAGS)

program\_1.o**:** program\_1.c $(DEPS)

$(XCC) -c -o $@ $< $(CFLAGS)

two**:** $(OBJ2)

$(XCC) -o $@ $^ $(CFLAGS)

program\_2.o**:** program\_2.c $(DEPS)

$(XCC) -c -o $@ $< $(CFLAGS)

three**:** $(OBJ3)

$(XCC) -o $@ $^ $(CFLAGS)

program\_3.o**:** program\_3.c $(DEPS)

$(XCC) -c -o $@ $< $(CFLAGS)

clean**:**

-rm -f program\_3 \*.o \*.s

**program\_1.c**

**program\_2.c**

#include <stdio.h>

#include <unistd.h>

#include <string.h>

#include <stdlib.h>

void programTwo**(**void**){**

FILE **\*** fp**;**

fp **=** fopen **(**"ProgramTwo.out"**,** "w+"**);**

int in**[**20**]={**66**,**114**,**117**,**99**,**101**,**32**,**83**,**97**,**121**,**115**,**32**,**72**,**105**,**33**,**7**,**9**,**50**,**48**,**49**,**57**};**

**for(**int i**=**0**;**i**<**20**;**i**++){**

char **\***type**=**""**;**

**if** **(**in**[**i**]<=**32**){**

type**=**"Whitespace"**;**

**}**

**else** **if** **(**in**[**i**]>=**57 **&&** in**[**i**]<=**65 **||** in**[**i**]>=**91 **&&** in**[**i**]<=**96 **||** in**[**i**]>=**33 **&&** in**[**i**]<=**47**){**

type**=**"Special Character"**;**

**}**

**else** **if** **(**in**[**i**]<=**48 **&&** in**[**i**]<=**57**){**

type**=**"Digit"**;**

**}**

**else** **if** **(**in**[**i**]<=**97 **&&** in**[**i**]<=**122**){**

type**=**"Upper Case"**;**

**}**

**else** **if** **(**in**[**i**]<=**65 **&&** in**[**i**]<=**90**){**

type**=**"LowerCase"**;**

**}**

fprintf**(**fp**,**"Code: %3d\tType: %15s\tASCII Char: %c\n"**,** in**[**i**],** type**,** in**[**i**]);**

**}**

fclose**(**fp**);**

**return;**

**}**

int main**(**int argc**,**char **\***argv**[]){**

programTwo**();**

**return** 0**;**

**}**

**program\_3.c**

/\*\*

\* **@file** program\_3.c

\* **@brief** program 3 for project 1

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\* This is the c program for program 3 specified in project 1

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\* **@author** Chutao Wei

\* **@date** Jan. 23 2020

\* @verison 1.0

\*/

#include <stdint.h>

#include <stdio.h>

#include <stdlib.h>

// the following binary pattern code is quoted from William Whyte

// and edited a little bit by me

// https://stackoverflow.com/questions/111928/is-there-a-printf-converter-to-print-in-binary-format?page=1&tab=votes#tab-top

#define BYTE\_TO\_BINARY\_PATTERN "0b%c%c%c%c"

#define BYTE\_TO\_BINARY(byte) \

(byte & 0x08 ? '1' : '0'), \

(byte & 0x04 ? '1' : '0'), \

(byte & 0x02 ? '1' : '0'), \

(byte & 0x01 ? '1' : '0')

/\*\*\*\* ch function \*\*\*\*/

void check\_0b1111**(**uint16\_t num**)**

**{**

**if** **((**num **==** 0b1111**)||** **(**num **==** 0b1110**)** **||** **(**num **==** 0b1101**)** **||** **(**num **==** 0b1011**)** **||** **(**num **==** 0b0111**))**

**{**

printf**(**" which is true\n"**);**

**}**

**else**

**{**

printf**(**" which is false\n"**);**

**}**

**return;**

**}**

/\*\*\*\* main function \*\*\*\*/

int main**(**void**)**

**{**

// Step 1: Print the original input in hexadecimal

uint16\_t face **=** 0xFACE**;**

uint16\_t temp **=** 0**;**

printf**(**"Original value is: 0x%X\n"**,** face**);**

// Step 2: Test if 3 of last 4 bits are on

temp **=** face**&**0xF**;**

printf**(**"binary value: "BYTE\_TO\_BINARY\_PATTERN**,**BYTE\_TO\_BINARY**(**temp**));**

check\_0b1111**(**temp**);**

//Step 3: Reverse the byte order, print the value in hexadecimal

face **=** **((**face**&**0xF000**)>>**12**)** **+\**

**((**face**&**0x0F00**)>>**4 **)** **+\**

**((**face**&**0x00F0**)<<**4**)** **+\**

**((**face**&**0x000F**)<<**12**);**

printf**(**"Reverse byte value is: 0x%X\n"**,** face**);**

//Step 4: Test if 3 of last 4 bits are on

temp **=** face**&**0xF**;**

printf**(**"binary value: "BYTE\_TO\_BINARY\_PATTERN**,**BYTE\_TO\_BINARY**(**temp**));**

check\_0b1111**(**temp**);**

//Step 5: Rotate the value by six bits to the left

face **=** **(**face**<<**6**)** **|** **(**face**>>(**32**-**6**));**

printf**(**"Rotate shift left 6 bits value is: 0x%X\n"**,** face**);**

//Step 6: Test if 3 of last 4 bits are on

temp **=** face**&**0xF**;**

printf**(**"binary value: "BYTE\_TO\_BINARY\_PATTERN**,**BYTE\_TO\_BINARY**(**temp**));**

check\_0b1111**(**temp**);**

//Step 7: Rotate the value by four bits to the right

face **=** **(**face**>>**4**)** **|** **(**face**<<(**32**-**4**));**

printf**(**"Rotate shift right 4 bits value is: 0x%X\n"**,** face**);**

//Step 8: Test if 3 of last 4 bits are on

temp **=** face**&**0xF**;**

printf**(**"binary value: "BYTE\_TO\_BINARY\_PATTERN**,**BYTE\_TO\_BINARY**(**temp**));**

check\_0b1111**(**temp**);**

**return** 0**;**

**}**