TivaC Lab 6 CPE 403

Checklist for Lab 6

- ☑ A text/word document of the initial code with comments
- ☑ In the document, for each task submit the modified or included code (only) with highlights and justifications of the modifications. Also include the comments.
- ☑ Provide a permanent link to all main and dependent source code files only (name them as LabXX-TYY, XX-Lab# and YY-task#)Screenshots of debugging process along with pictures of actual circuit
- **☑** *Video link of demonstration.*

Code for Experiment

Task 1:

```
#include <stdint.h>
#include <stdbool.h>
#include "inc/hw_types.h"
#include "inc/hw_memmap.h"
#include "driverlib/sysctl.h"
#include "driverlib/pin_map.h"
#include "driverlib/debug.h"
#include "driverlib/hibernate.h" // used for hibernation
#include "driverlib/gpio.h"
#ifdef DEBUG
void__error__(char *pcFilename, uint32_t ui32Line)
{}
#endif
int main() {
         // Use 40 MHz clock
         SysCtlClockSet(
                           SYSCTL_SYSDIV_5 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ
                                              | SYSCTL_OSC_MAIN);
         // Enable LEDs
         SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOF);
         GPIOPinTypeGPIOOutput(GPIO PORTF BASE,
                            GPIO_PIN_1 | GPIO_PIN_2 | GPIO_PIN_3);
         GPIOPinWrite(GPIO_PORTF_BASE, GPIO_PIN_1 | GPIO_PIN_2 | GPIO_PIN_3, 0x08);
         // Enable hibernation
         SysCtlPeripheralEnable(SYSCTL_PERIPH_HIBERNATE);
         // Define frequency for clock for hibernation module
         HibernateEnableExpClk(SysCtlClockGet());
         HibernateGPIORetentionEnable(); // continue GPIO state during hibernation
         SysCtlDelay(64000000); // delay to allow user to observe the LED.
         HibernateWakeSet(HIBERNATE_WAKE_PIN); // set wake mode to wake_pin
         HibernateRequest(); // request hibernation
         while (1)
                  ;e
}
```

Task 2:

Mode	Workbook Step	Reading1	Reading2
Run	17	20 mA	21 mA
VDD3ON (no RTC)	18	4.4 μΑ	4.9 μΑ
VDD3ON (RTC)	28	4.8 μΑ	5 .1μΑ

Video Link to Demo

NONE