

**EE 472 Lab 1**  
**Introducing the Lab Environment**

Jonathan Ellington  
Patrick Ma  
Jarrett Gaddy

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# 1 INTRODUCTION

The introductory lab contains 3 parts to introduce the students to different parts of working with the Stellaris embedded system. Part 1 of the lab gives the students a piece of sample code that will print a few numbers on an OLED screen on the Stellaris board. The lab asks the students to modify the code in a number of ways to implement the same code in a slightly different way. Examples of what the lab asks for are modifying the program to use function calls. Part 2 of the lab introduces the students to debugging their code that is currently running on the Stellaris board using the IAR program's debugging capabilities. 2 programs with minor issues are provided to be run on the board while the debugger is being used to find and fix the problems. Finally for part 3 of the lab the students must use what they have learned from part 1 and 2 to create their own applications that will display messages on the OLED display on the Stellaris board. The 3 applications each involve blinking the characters A, B, C, and D in different patterns.

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## 1.1 A subsection

Some more text and a table.

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Animal	Description	Price (\$)
Gnat	per gram	13.65
	each	0.01
Gnu	stuffed	92.50
Emu	stuffed	33.33
Armadillo	frozen	8.99

Table 1: Example table.

### *1.1.1 A subsubsection*

Even more text. This shows that L<sup>A</sup>T<sub>E</sub>X's figure positioning isn't perfect, and we'll have to work around it in some cases.



Figure 1: A chick

## **2 YET ANOTHER SECTION**

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## A SOURCE CODE

### A.1 The first part

source.c

```
1 /* Hello World program */
2
3 #include <stdio.h>
4
5 main()
6 {
7     printf("Hello World");
8
9 }
```

### A.2 The second part

source.c

```
1 /* Hello World program */
2
3 #include <stdio.h>
4
5 main()
6 {
7     printf("Hello World");
8
9 }
```