

Practical 8

In this prac you will use basic types and pointer types, write functions, use loops and if statements.

You should not make use of any global variables in this prac.

Part 1:

Define an automatic variable in main called *array*. It should be an array of `int8_t`'s and be initialised to the 40 values as specified in the assignment on Vula.
(sometimes copying text from this .pdf doesn't work well)

Define two `int8_t`'s called *min* and *max*.

They should both be initialised to the starting value of the array.

Part 2:

Declare and define a function called:
`find_min_max`

The function should take as arguments:

1. a pointer to the start of an array of `int8_t`'s, called *array*
2. the length of the array, called *length*. The type should be `uint32_t`.
3. a pointer to a `int8_t`, called *max_ptr*
4. a pointer to a `int8_t`, called *min_ptr*

The arguments should be defined in that order to keep the automarker happy.

The function should return void.

Part 3:

Implement the `find_min_max` function.

That is, write code which will:

- iterate through all elements of the array
- compare each element to the data pointed to by *min_ptr* and *max_ptr*
- if the array element is larger or smaller than the data at *max_ptr* or *min_ptr* respectively, update the data pointed to by the pointer to hold the new value

The end result of this should be that the data at *max_ptr* takes on the largest value in the array, while the data at *min_ptr* takes on the smallest value in the array.

In main, call the `find_min_max` function such that once it has executed the variables *min* and *max* hold the minimum and maximum values in the array.

Part 4:

In the infinite loop, toggle between displaying the the min and max value found on the LEDs.
There should be a 1 second delay in between displaying each pattern.

You're advised to implement a function called `delay` which causes a 1 second delay when called by running a long but finite loop.

It's very difficult to calculate the length of a delay loop in C. You'd have better luck trying something out and tuning it on a scope.

Suggestion: start with 80 000 loop iterations.

Marks:

Part 1: 2

Part 2: 2

Part 3: 3

Part 4: 3