TASK 3.3

#include "Timer.h"

#include "printf.h"

module BlinkC @safe()

{

uses interface Timer<TMilli> as Timer0;

uses interface Timer<TMilli> as Timer1;

uses interface Timer<TMilli> as Timer2;

uses interface Leds;

uses interface Boot;

}

implementation

{

event void Boot.booted()

{

call Timer0.startPeriodic( 250 );

call Timer1.startPeriodic( 500 );

call Timer2.startPeriodic( 1000 );

}

event void Timer0.fired()

{

dbg("BlinkC", "Timer 0 fired @ %s.\n", sim\_time\_string());

call Leds.led0Toggle();

}

event void Timer1.fired()

{

dbg("BlinkC", "Timer 1 fired @ %s \n", sim\_time\_string());

call Leds.led1Toggle();

printf("Hi\n");

}

event void Timer2.fired()

{

dbg("BlinkC", "Timer 2 fired @ %s.\n", sim\_time\_string());

call Leds.led2Toggle();

}

}

#define NEW\_PRINTF\_SEMANTICS

#include "printf.h"

configuration BlinkAppC{

}

implementation{

components MainC, BlinkC, LedsC;

components new TimerMilliC() as Timer0;

components new TimerMilliC() as Timer1;

components new TimerMilliC() as Timer2;

components PrintfC;

components SerialStartC;

BlinkC -> MainC.Boot;

BlinkC.Timer0 -> Timer0;

BlinkC.Timer1 -> Timer1;

BlinkC.Timer2 -> Timer2;

BlinkC.Leds -> LedsC;

}

COMPONENT=BlinkAppC

#CFLAGS += -DNEW\_PRINTF\_SEMANTICS

include $(MAKERULES)

CFLAGS += -I$(TOSDIR)/lib/printf