Code changes

```
136
137
138
139
           □void task1() {
/* Block for 100ms */
                      const TickType_t xDelay = 100 / portTICK_PERIOD_MS;
140
                            le (1) {
printf("This is task1\n");
fflush(stdout);
141
142
143
144
                            vTaskDelay(xDelay);
           t,
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152
           □void task2() {
    /* Block for 500ms */
                     const TickType_t xDelay = 500 / portTICK_PERIOD_MS;
                     while (1) {
    printf("This is task2\n");
    fflush(stdout);
                            vTaskDelay(xDelay);
153
154
155
           [}
156
157
              int main( void )
158
159
160
161
162
                     /* This demo uses heap_5.c, so start by defining some heap regions. heap_5
is only used for test and example reasons. Heap_4 is more appropriate. See
http://www.freertos.org/a00111.html for an explanation. */
                     prvInitialiseHeap():
163
164
                    /* Initialise the trace recorder. Use of the trace recorder is optional.
See http://www.FreeRTOS.org/trace for more information. */
vTraceEnable( TRC_START );
165
166
167
                    xTaskHandle HT1, HT2;
xTaskCreate(task1, "Task1", 1000, NULL, 3, &HT1);
xTaskCreate(task2, "Task2", 100, NULL, 1, &HT2);
168
169
170
```

Running tasks

