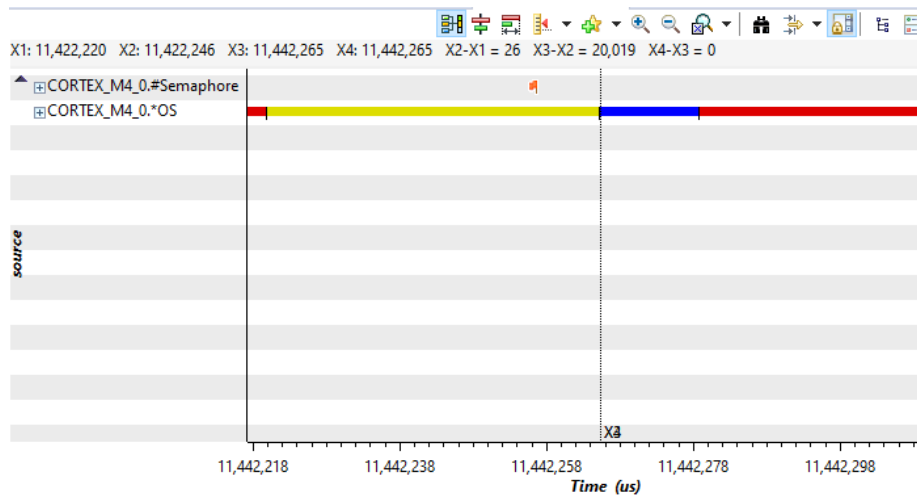


Date Submitted: 12/13/2019Youtube Link: <https://youtu.be/DixU0EtXQ3w>

Execution Graph

Modified Code:

//TIRTOS Assignment

```
//-----
// BIOS header files
//-----
```

```
#include <xdc/std.h>                                     //mandatory - have to
include first, for BIOS types
#include <ti/sysbios/BIOS.h>                               //mandatory - if you call APIs
like BIOS_start()
#include <xdc/runtime/Log.h>                               //needed for any Log_info() call
#include <xdc/cfg/global.h>                               //header file for statically
defined objects/handles
```

```
//-----
// TivaWare Header Files
//-----
```

```
#include <stdint.h>
#include <stdbool.h>

#include "inc/hw_types.h"
#include "inc/hw_memmap.h"
#include "driverlib/sysctl.h"
#include "driverlib/gpio.h"
#include "inc/hw_ints.h"
#include "driverlib/interrupt.h"
#include "driverlib/timer.h"
#include "driverlib/adc.h"
#include "utils/uartstdio.h"
#include "utils/uartstdio.c"
#include "driverlib/uart.h"
#include "driverlib/pin_map.h"
#include "driverlib/pwm.h"
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```

#define PWM_FREQUENCY 55    //frequency for PWM

//-----
// Prototypes
//-----
void HARDWAREinit(void);
void Timer_ISR(void);
void ADCinit();
void ADCvalue (void);
void CONSOLEinit(void);
void ADCuart (void);

//-----
// Globals
//-----
volatile int16_t i16ToggleCount = 0;
volatile int16_t i16InstanceCount = 0;
volatile int16_t DC = 30;

// This array is used for storing the data read from the ADC FIFO. It
// must be as large as the FIFO for the sequencer in use. This example
// uses sequence 3 which has a FIFO depth of 1. If another sequence
// was used with a deeper FIFO, then the array size must be changed.
//
uint32_t ADCValues[4];

//
// This variable is used to store the output of the ADC Channel 3
//
uint32_t ADCoutput; // adcaverage

void main(void)
{
    HARDWAREinit();
    ADCinit();
    CONSOLEinit();
    BIOS_start();
}

//-----
// HARDWAREinit()
//
// inits GPIO pins for toggling the LED
//-----
void HARDWAREinit(void)
{
    uint32_t ui32Period;
    uint32_t ui32Load;
    uint32_t ui32PWMClock;

    //Set CPU Clock to 40MHz. 400MHz PLL/2 = 200 DIV 5 = 40MHz
    SysCtlClockSet(SYSCTL_SYSDIV_5|SYSCTL_USE_PLL|SYSCTL_XTAL_16MHZ|SYSCTL_OSC_MAIN);
    SysCtlPWMClockSet(SYSCTL_PWMDIV_64);

    //PWM initialization

```

```

SysCtlPeripheralEnable(SYSCTL_PERIPH_PWM1);
SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOD);

ui32PWMClock = SysCtlClockGet() / 64;
ui32Load = (ui32PWMClock / PWM_FREQUENCY) - 1;
GPIOPinTypePWM(GPIO_PORTD_BASE, GPIO_PIN_0);
GPIOPinConfigure(GPIO_PD0_M1PWM0);
PWMGenConfigure(PWM1_BASE, PWM_GEN_0, PWM_GEN_MODE_DOWN);
PWMGenPeriodSet(PWM1_BASE, PWM_GEN_0, ui32Load);
PWMOutputState(PWM1_BASE, PWM_OUT_0_BIT, true);
PWMGenEnable(PWM1_BASE, PWM_GEN_0);

// ADD Tiva-C GPIO setup - enables port, sets pins 1-3 (RGB) pins for output
SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOF);
GPIOPinTypeGPIOOutput(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3);
GPIOPinTypeGPIOInput(GPIO_PORTF_BASE, GPIO_PIN_4);

//led config
GPIOPinWrite(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3, 4);

//button config
GPIODirModeSet(GPIO_PORTF_BASE, GPIO_PIN_4|GPIO_PIN_4, GPIO_DIR_MODE_IN);
GPIOPadConfigSet(GPIO_PORTF_BASE, GPIO_PIN_4|GPIO_PIN_4, GPIO_STRENGTH_2MA,
GPIO_PIN_TYPE_STD_WPU);

//timer 2 config
SysCtlPeripheralEnable(SYSCTL_PERIPH_TIMER2);
TimerConfigure(TIMER2_BASE, TIMER_CFG_PERIODIC);
ui32Period = (SysCtlClockGet() / 500);
TimerLoadSet(TIMER2_BASE, TIMER_A, ui32Period);
TimerIntEnable(TIMER2_BASE, TIMER_TIMA_TIMEOUT);
TimerEnable(TIMER2_BASE, TIMER_A);
}

void CONSOLEinit(void)
{
    //
    // Enable GPIO port A which is used for UART0 pins.
    // TODO: change this to whichever GPIO port you are using.
    //
    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOA);

    //
    // Configure the pin muxing for UART0 functions on port A0 and A1.
    // This step is not necessary if your part does not support pin muxing.
    // TODO: change this to select the port/pin you are using.
    //
    GPIOPinConfigure(GPIO_PA0_U0RX);
    GPIOPinConfigure(GPIO_PA1_U0TX);

    //
    // Enable UART0 so that we can configure the clock.
    //
    SysCtlPeripheralEnable(SYSCTL_PERIPH_UART0);

    //
    // Use the internal 16MHz oscillator as the UART clock source.

```

```

//
UARTClockSourceSet(UART0_BASE, UART_CLOCK_PIOOSC);

//
// Select the alternate (UART) function for these pins.
// TODO: change this to select the port/pin you are using.
//
GPIOPinTypeUART(GPIO_PORTA_BASE, GPIO_PIN_0 | GPIO_PIN_1);

//
// Initialize the UART for console I/O.
//
UARTStdioConfig(0, 115200, 16000000);
}

void ADCinit()
{
    //peripheral settings
    SysCtlPeripheralEnable(SYSCTL_PERIPH_ADC0);
    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOE);

    //GPIO initialization
    GPIOPinTypeADC(GPIO_PORTE_BASE, GPIO_PIN_3);    //sets PE3 for ADC

    //
    // Enable sample sequence 3 with a processor signal trigger. Sequence 3
    // will do a single sample when the processor sends a signal to start the
    // conversion. Each ADC module has 4 programmable sequences, sequence 0
    // to sequence 3. This example is arbitrarily using sequence 3.
    //
    ADCSequenceConfigure(ADC0_BASE, 1, ADC_TRIGGER_PROCESSOR, 0);

    //
    // Configure step 0 on sequence 3. Sample the ADC CHANNEL 3
    // (PE0) and configure the interrupt flag (ADC_CTL_IE) to be set
    // when the sample is done. Tell the ADC logic that this is the last
    // conversion on sequence 3 (ADC_CTL_END). Sequence 3 has only one
    // programmable step. Sequence 1 and 2 have 4 steps, and sequence 0 has
    // 8 programmable steps. Since we are only doing a single conversion using
    // sequence 3 we will only configure step 0. For more information on the
    // ADC sequences and steps, reference the datasheet.
    //
    ADCSequenceStepConfigure(ADC0_BASE, 1, 0, ADC_CTL_CH3);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 1, ADC_CTL_CH3);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 2, ADC_CTL_CH3);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 3, ADC_CTL_CH3 | ADC_CTL_IE | ADC_CTL_END);
    ADCSequenceEnable(ADC0_BASE, 1);
}

//-----
// Timer ISR - called by BIOS Hwi (see app.cfg)
//
// Posts Swi (or later a Semaphore) to toggle the LED
//-----
void Timer_ISR(void)
{
    TimerIntClear(TIMER2_BASE, TIMER_TIMA_TIMEOUT);
}

```

```

//when button is pressed activate the led
if (GPIOPinRead(GPIO_PORTD_BASE, GPIO_PIN_0))
{
    GPIOPinWrite(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3, 4);
}

//else led off
else{
    GPIOPinWrite(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3, 0);
}

//tasks calling
if(i16InstanceCount == 10)
{
    Semaphore_post(ADC3);
}

else if (i16InstanceCount == 20)
{
    Semaphore_post(UART2);
}

else if(i16InstanceCount == 30)
{
    Semaphore_post(SWRead1);
    i16InstanceCount = 0;
}

i16InstanceCount++;
}

//-----
// Read Switch
//
// Grabs the value of the ADC and switches the PWM
//-----
void SW_read(void)
{
    while(1)
    {
        if (GPIOPinRead(GPIO_PORTF_BASE, GPIO_PIN_4)==0x00) {
            PWMPulseWidthSet(PWM1_BASE, PWM_OUT_0, ADCOutput);
        }

        Semaphore_pend(SWRead1, BIOS_WAIT_FOREVER);
    }
}

//-----
// ADC1 from CH3
//
// Converts and grabs values for the ADC
//-----
void ADCvalue (void) {

    while(1) {

```

Github root directory: <https://github.com/guerrj1/Advanced-Embedded-Systems>

```

ADCIntClear(ADC0_BASE, 1);
//
// Trigger the ADC conversion.
//
ADCProcessorTrigger(ADC0_BASE, 1);

//
// Wait for conversion to be completed.
//
while(!ADCIntStatus(ADC0_BASE, 1, false))
{
}

//
// Read ADC Value.
//
ADCSequenceDataGet(ADC0_BASE, 1, ADCValues);
ADCOutput = (ADCValues[0] + ADCValues[1] + ADCValues[2] + ADCValues[3])/4;
Semaphore_pend(ADC3, BIOS_WAIT_FOREVER);
}

}

//-----
// UART
//
// Displays the ADC as projected from the potentiometer
//-----
void ADCuart (void)
{
    while(1)
    {
        UARTprintf("ADC Value: %d\n", ADCOutput);
        Semaphore_pend(UART2, BIOS_WAIT_FOREVER);
    }
}

```