

Programming Project Checkpoint 5

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Note: I only finish **[30 points] Peripheral devices**.

- Compilation:

```
jeffreylin0909@DESKTOP-Q29MBHF:/mnt/c/Users/林哲宇/OneDrive/桌面/OS/OS check point 5/ppc5$ make
sdcc -c --model-small testlcd.c
sdcc -c --model-small preemptive.c
preemptive.c:206: warning 85: in function ThreadCreate unreferenced function argument : 'fp'
sdcc -c --model-small lcdlib.c
lcdlib.c:75: warning 85: in function delay unreferenced function argument : 'n'
sdcc -c --model-small buttonlib.c
sdcc -c --model-small keylib.c
sdcc -o testlcd.hex testlcd.rel preemptive.rel lcdlib.rel buttonlib.rel keylib.rel
jeffreylin0909@DESKTOP-Q29MBHF:/mnt/c/Users/林哲宇/OneDrive/桌面/OS/OS check point 5/ppc5$ ls
Makefile      buttonlib.rel  keylib.h      lcdlib.asm    lcdlib.rst    preemptive.lst  testlcd.c     testlcd.mem
buttonlib.asm buttonlib.rst  keylib.lst    lcdlib.c      lcdlib.sym    preemptive.rel  testlcd.hex   testlcd.rel
buttonlib.c   buttonlib.sym  keylib.rel    lcdlib.h      preemptive.asm preemptive.rst  testlcd.lk    testlcd.rst
buttonlib.h   keylib.asm     keylib.rst    lcdlib.lst    preemptive.c   preemptive.sym  testlcd.lst   testlcd.sym
buttonlib.lst keylib.c       keylib.sym    lcdlib.rel    preemptive.h   testlcd.asm     testlcd.map
```

→ The warning message is because of using DPH/DPL instead of identifier of parameter, and it's totally safe.

→ Files generated after compilation (including .hex and .map).

- Explanation:

I copy library from [Checkpoint Description](#), and

For Producer, I use library like this (button as example):

```
if (empty==0)ThreadYield();  
SemaphoreWait(empty);  
if (mutex==0)ThreadYield();  
SemaphoreWait(mutex);
```

Enter semaphores (change to non-busy version for random time input of both producer)

```
EA = 0;
```

```
if (AnyButtonPressed()){  
    tmp0 = ButtonToChar();  
    if (tmp0){
```

```
        buffer[b_end] = tmp0;  
        b_end++;  
        if (b_end==BUFFER_SIZE)b_end=0;  
        EA = 1;  
        SemaphoreSignal(mutex);  
        SemaphoreSignal(full);
```

Condition hold,
produce something

```
        while(AnyButtonPressed());
```

Wait release

```
    }else {
```

```
        EA = 1;  
        SemaphoreSignal(mutex);  
        SemaphoreSignal(empty);
```

```
    }
```

```
}else {
```

```
    EA = 1;  
    SemaphoreSignal(mutex);  
    SemaphoreSignal(empty);
```

```
}
```

Condition does not hold,
produce nothing

For Consumer, I use library like this:

```
if (full==0) ThreadYield();  
SemaphoreWait(full);  
if (mutex==0) ThreadYield();  
SemaphoreWait(mutex);  
// remove the next char from the buffer  
EA = 0;  
    LCD_write_char(buffer[b_start]);  
    while (!LCD_ready());  
  
    b_start++;  
    if (b_start==BUFFER_SIZE) b_start=0;  
EA = 1;  
SemaphoreSignal(mutex);  
SemaphoreSignal(empty);
```

Change to non-busy
version together

Just replace UART
transmission with LCD