```
**********readPWM.c*********
#include <stdlib.h>
#include <stdio.h>
#include <unistd.h>
#include <wiringPi.h>
#include <time.h>
#include <string.h>
void clock_calibrate(int frequency);
void setOSCCAL(int value);
int OSCCAL = 0;
int main(int argc, char *argv[])
    int initVal;
    int next_state = 0;
    int get_new_start = 1;
    /* Initializations for using "clock_gettime()" func. to measure signal freq. */
    struct timespec start, finish;
    double period = 0;
    /* Initialize wiringPi pin numbering scheme and set GPIO 27 (2) as input. */
    wiringPiSetup();
    pinMode(2,INPUT);
    /* Grab the initial value of incoming signal (0 or 1) */
    initVal = digitalRead(2);
    while(1) {
        /* Start timer immediately */
        if (get_new_start == 1) {
            clock_gettime(CLOCK_REALTIME, &start);
            get_new_start = 0;
        /* Conditional for when on a falling or rising edge */
        if (initVal != digitalRead(2)) {
           next_state = 1;
        /* If back at initial value (meaning one period gone by), stop timer */
        if ((initVal == digitalRead(2)) && (next_state == 1)){
            clock_gettime(CLOCK_REALTIME, &finish);
        if (finish.tv_nsec != 0) {
            /* Cast period time to double and scale to seconds. */
            period = ((double)((finish.tv_nsec - start.tv_nsec)));
            period = period / 1000000000;
            /* Negate negative period nuance by adding one second */
            if (period < 0) {
                period += 1;
            }
            else {
               period = period;
            /* Print resulting period and frequency of EVERY period of signal */
            printf("Period = %lf\n", period);
            printf("Frequency = %lf\n", 1/period);
            printf("\n\n");
            /* Reset values for next iteration */
            get_new_start = 1;
            next_state = 0;
            finish.tv_nsec = 0;
        }
    }
return 0;
```

```
void clock_calibrate(int frequency) {
    //IF frequency is too low, increase OSCCAL
    if (frequency < 100) {
        OSCCAL = OSCCAL + 1;
    //IF frequency is too high, decrease OSCCAL
    else if (frequency > 100) {
        OSCCAL = OSCCAL - 1;
    //Otherwise, do nothing
       OSCCAL = OSCCAL;
    //Call setOSCCAL to reset avr registers with new value of OSCCAL
    setOSCCAL (OSCCAL);
}
void setOSCCAL(int value)
        FILE *fptr1, *fptr2;
        int lno, linectr = 0;
    char OSCCAL[40] = " OSCCAL = ";
       char str[256];
    char fname[12] = "avrcode.c";
        char temp[] = "temp.txt";
        fptr1 = fopen(fname, "r");
        if (!fptr1)
                printf("Unable to open the input file!!\n");
                return;
        }
        fptr2 = fopen(temp, "w");
        if (!fptr2)
                printf("Unable to open a temporary file to write!!\n");
                fclose(fptr1);
                return;
        //Replace line 30 with new OSCCAL offset
    lno = 30;
        while (!feof(fptr1))
            strcpy(str, "\0");
            fgets(str, 256, fptr1);
            if (!feof(fptr1)) //IF we havent traversed to the end of avrcode.c
                linectr++; //Increment our line counter
                if (linectr != lno)
                    {
                        fprintf(fptr2, "%s", str); //If this isnt the line we care about, r
ewrite old information
                    }
                    else
                        fprintf(fptr2, "%s%d;\n", OSCCAL, value); //If the line we specifie
d has been found, rewrite new info in place of old
                    }
        fclose(fptr1); //Close avrcode.c
        fclose(fptr2); //Close temp.txt
        remove(fname);
```

.PHONY:clean

rm -f \$(TARGET) \$(OBJS) core*

clean: