**REPORT LAB**

**EMBEDDED SYSTEM - CO3054**

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Contents

[**I.** **INTRODUCTION TO ESP32 AND ESP-IDF** 2](#_Toc117868323)

[1. After install ESP-IDF extension on VS code, I create a project with HelloWorld Template. 2](#_Toc117868324)

[2. Build the Project and connect ESP32 (COM3). 3](#_Toc117868325)

[3. Flash (UART) project code to ESP32 by Press BOOT button on ESP32 while Flashing. 3](#_Toc117868326)

[4. Press Monitor Device to see ESP execute flashed code. 5](#_Toc117868327)

[**II.** **ESP32 GPIO AND FREERTOS TASK** 6](#_Toc117868328)

[Code in file **main.c** 6](#_Toc117868329)

[Link Github: CO3054\_ES\_LAB/LAB1 at main · kinggiaan/CO3054\_ES\_LAB (github.com) 7](#_Toc117868330)

[***Explain:*** 7](#_Toc117868331)

[***Result:*** 8](#_Toc117868332)

1. **INTRODUCTION TO ESP32 AND ESP-IDF**
2. After install ESP-IDF extension on VS code, I create a project with HelloWorld Template.

A screenshot of a computer

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1. Build the Project and connect ESP32 (COM3).

Text

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Finished Build

Text

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1. Flash (UART) project code to ESP32 by Press BOOT button on ESP32 while Flashing.

Text

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1. Press Monitor Device to see ESP execute flashed code. Text

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2. **ESP32 GPIO AND FREERTOS TASK**

## Code in file **main.c**

1. #include <stdio.h>
2. #include "sdkconfig.h"
3. #include "freertos/FreeRTOS.h"
4. #include "freertos/task.h"
5. #include "esp\_system.h"
6. #include "esp\_spi\_flash.h"

9. **void** print\_id(**void** \*pvParameter){
10. **while**(1){
11. **printf**("DUONG GIA AN : %d \n",1952163);
12. vTaskDelay(1000/portTICK\_PERIOD\_MS);
14. }
15. vTaskDelete(NULL);
17. }
19. **void** blinky(**void** \*pvParameter){
20. **while**(1){
21. **printf**("Press Button\n");
22. **int**  rd = **rand**() % (5000 + 1 - 0) + 0;
23. vTaskDelay(rd /portTICK\_PERIOD\_MS);
24. }
25. vTaskDelete(NULL);
26. }

29. **void** app\_main(){
30. xTaskCreate(&print\_id, "print\_id", 2048, NULL, 0, NULL);
31. xTaskCreate(&blinky, "blinky", 2048,NULL,0,NULL );
33. **for** (**int** i = 20; i >= 0; i--) {
34. **printf**("Remaing %d seconds...\n", i);
35. vTaskDelay(1000 / portTICK\_PERIOD\_MS);
36. }
37. **printf**("Restarting now.\n");
38. vTaskDelay(5000 / portTICK\_PERIOD\_MS);
39. **fflush**(stdout);
40. esp\_restart();
41. }

## Link Github: [CO3054\_ES\_LAB/LAB1 at main · kinggiaan/CO3054\_ES\_LAB (github.com)](https://github.com/kinggiaan/CO3054_ES_LAB/tree/main/LAB1)

## ***Explain:***

* + Cyclic task: void **print\_id()** is task that print my student ID every 2 seconds.
  + Acylic task: void **Blinky()** is alternated for button in GPIO in ESP32. I change to a random time to press button from 0 – 5000ms.
  + **app\_main()** will print time stamp every 1 second and restart ESP after 20 seconds.

The *priority* and *usStackDepth* of task cyclic/acylic is the same as 0 and 2048 (mean 2048\*4 bytes will be allocated for these tasks).

## ***Result:***

Graphical user interface, text

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