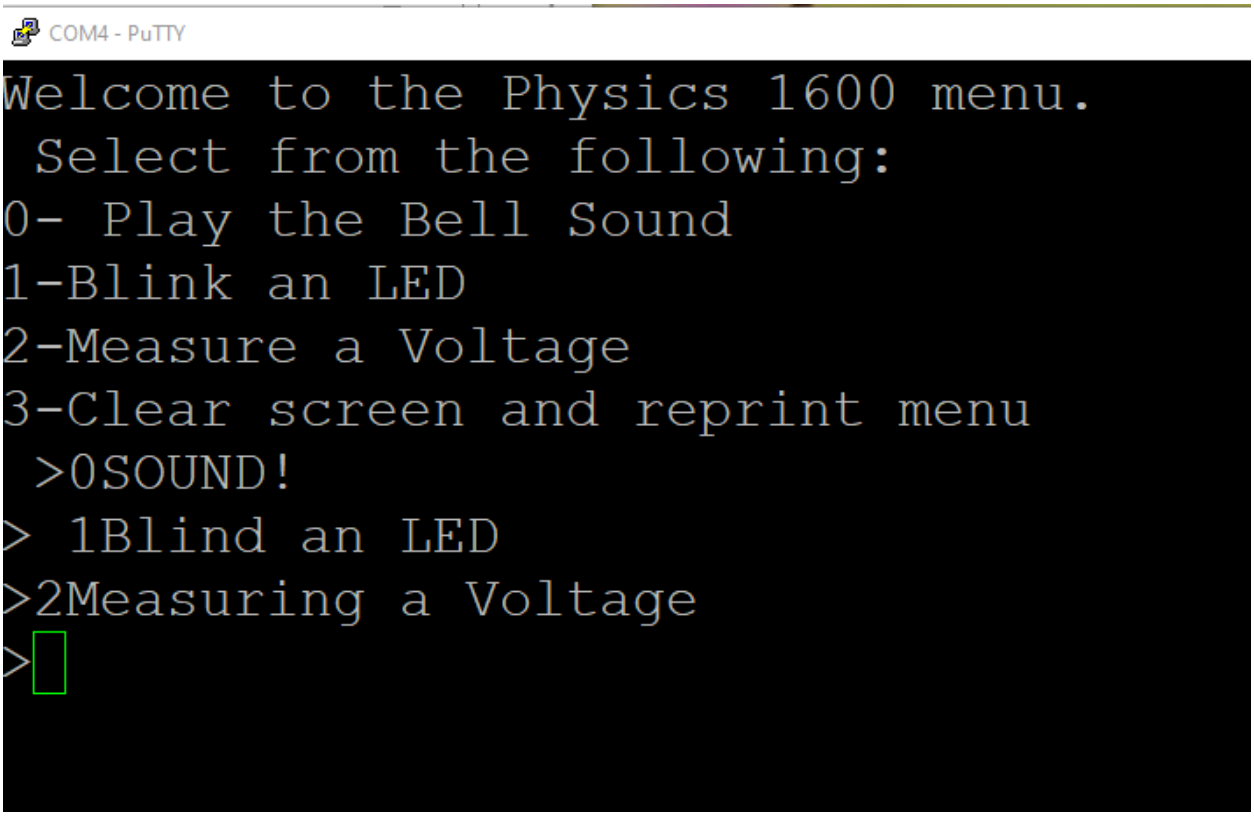
Commented out some code to run other parts only for the tables.

#Char	#Char	#Char	#Char	#Char	#Char
32	48 !	64 @	80 P	96 `	112 p
33 !	49 "	65 A	81 Q	97 a	113 q
34 "	50 #	66 B	82 R	98 b	114 r
35 #	51 $	67 C	83 S	99 c	115 s
36 $	52 %	68 D	84 T	100 d	116 t
37 %	53 &	69 E	85 U	101 e	117 u
38 &	54 '	70 F	86 V	102 f	118 v
39 '	55 (	71 G	87 W	103 g	119 w
40 (	56)	72 H	88 X	104 h	120 x
41)	57 *	73 I	89 Y	105 i	121 y
42 *	58 +	74 J	90 Z	106 j	122 z
43 +	59 ,	75 K	91 [	107 k	123 {
44 ,	60 -	76 L	92 \	108 l	124 |
45 -	61 .	77 M	93]	109 m	125 }
46 .	62 /	78 N	94 ^	110 n	126 ~
47 /	63 0	79 O	95 _	111 o	127



Pressing 3 does clear the screen using clearPuTTY! I don't think you want to see a blank screen

#Char	#Char	#Char	#Char	#Char	#Char	#Char	#Char
128 €	144 □	160	176 °	192 À	208 Ð	224 à	240 ð
129 □	145 ‘	161 ¡	177 ±	193 Á	209 Ñ	225 á	241 ñ
130 ‚	146 ’	162 ¢	178 ²	194 Â	210 Ò	226 â	242 ò
131 ƒ	147 “	163 £	179 ³	195 Ã	211 Ó	227 ã	243 ó
132 „	148 ”	164 ¤	180 ´	196 Ä	212 Ô	228 ä	244 ô
133 …	149 •	165 ¥	181 µ	197 Å	213 Õ	229 å	245 õ
134 †	150 –	166 ¦	182 ¶	198 Æ	214 Ö	230 æ	246 ö
135 ‡	151 —	167 §	183 ·	199 Ç	215 ×	231 ç	247 ÷
136 ˆ	152 ˜	168 ¨	184 ¸	200 È	216 Ø	232 è	248 ø
137 ‰	153 ™	169 ©	185 ¹	201 É	217 Ù	233 é	249 ù
138 Š	154 š	170 ª	186 º	202 Ê	218 Ú	234 ê	250 ú
139 ‹	155 ›	171 «	187 »	203 Ë	219 Û	235 ë	251 û
140 Œ	156 □	172 ¬	188 ¼	204 Ì	220 Ü	236 ì	252 ü
141 □	157 □	173	189 ½	205 Í	221 Ý	237 í	253 ý
142 Ž	158 □	174 ®	190 ¾	206 Î	222 Þ	238 î	254 þ
143 □	159 Ÿ	175 ¯	191 ¿	207 Ï	223 ß	239 ï	255 ÿ

```c
void main(void)
{
    // Initialize the device
    SYSTEM_Initialize();
    /*
    int i;
    printf("\n\r\n\r #Char \t #Char \t #Char \t #Char \t #Char \t #Char");
    for(i=32;i<48;i++)
    {
        printf("\n\r\n\r %d %c \t %d %c \t %d %c \t %d %c \t %d %c \t %d %c",i,i,i+16,i+1,i+32,i+32,i+48,i+48,i+64,i+64,i+80,i+80);
    }
    */
    int i;
    printf("\n\r\n\r #Char \t #Char \t #Char \t #Char \t #Char \t #Char \t #Char \t #Char");
    for(i=128;i<144;i++)
    {
        printf("\n\r\n\r %d %c \t %d %c \t %d %c \t %d %c \t %d %c \t %d %c \t %d %c \t %d %c",i,i,i+16,i+1,i+32,i+32,i+48,i+48,i+64,i+64,i+8
    }

    //int i=0;
    printf("\n\rWelcome to the Physics 1600 menu. \n\r Select from the following:\n\r0- Play the Bell Sound\n\r1-Blink an LED\n\r2-Measure a

    // UART2_DataReady  //makes you press a key?
    // while(!UART2_DataReady);  //waits forever until key is pressed
    // UART2_Read();  //reads the key pressed, reads ascii value maybe?
    while (1)
    {
        // Add your application code
```

```c
//int i=0;
printf("\n\rWelcome to the Physics 1600 menu. \n\r Select from the following:\n\r0- Play the Bell Sound\n\r1-Blink an LED\n\r2-Measure a

// UART2_DataReady  //makes you press a key?
// while(!UART2_DataReady);  //waits forever until key is pressed
// UART2_Read();  //reads the key pressed, reads ascii value maybe?
while (1)
{
    // Add your application code

    if(UART2_DataReady)
    {
        i=UART2_Read();
        switch(i)
        {
            case '0': printf("SOUND! %c \n\r> ",7);
                      break;
            case '1': printf("Blind an LED\n\r>");
                      break;
            case '2': printf("Measuring a Voltage\n\r>");
                      break;
            case '3': clearPuTTY();
                      printf("Welcome to the Physics 1600 menu. \n\r Select from the following:\n\r0- Play the Bell Sound\n\r1-Blink an
                      break;
            default: printf("That is not a valid selection. Try again.\n\r>");
                     break;
        }
```