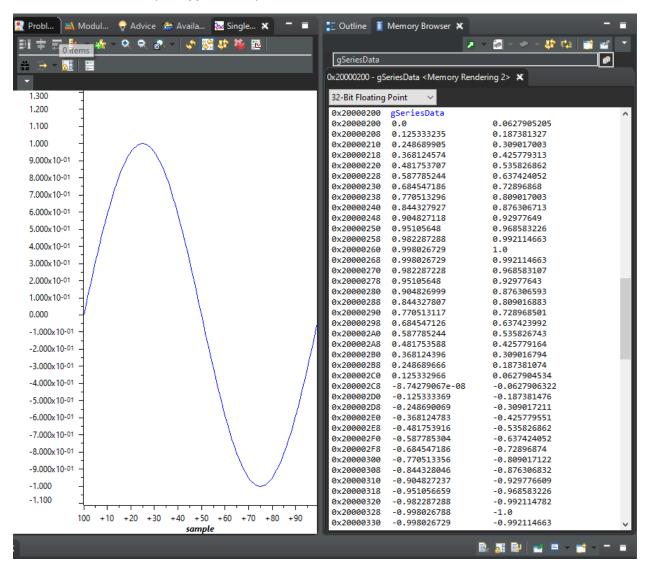
## Date Submitted: 11/4/19

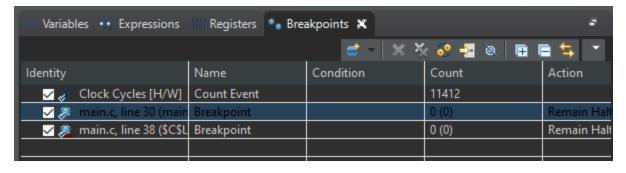
## **Task 01:**

Youtube Link:

https://www.youtube.com/watch?v=ioUYoaFctrU

Modified Schematic (if applicable):





```
Modified Code:
// Insert code here
#include <stdint.h>
#include <stdbool.h>
#include <math.h> //code uses sinf() function which is in this header file
#include "inc/hw memmap.h"
#include "inc/hw_types.h"
#include "driverlib/fpu.h" //support for floating point unit
#include "driverlib/sysctl.h"
#include "driverlib/rom.h"
//Just in case the M PI is not already defined this will do it for us
#ifndef M PI
#define M_PI 3.14159265358979323846
#endif
#define SERIES_LENGTH 100 //depth of our data buffer
float gSeriesData[SERIES LENGTH]; //an array of floats SERIES LENGTH long (100)
int32 t i32DataCount = 0; //counter for our computation loop
int main(void)
{
    float fRadians; //need a variable of type float to calculate sine
    ROM_FPULazyStackingEnable();//turn on lazy stacking
    ROM FPUEnable();//Turn on the FPU
    //Set the system clock to 50MHz
    ROM_SysCtlClockSet(SYSCTL_SYSDIV_4 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ |
SYSCTL_OSC_MAIN);
    //a full sine wave cycle is 2pi radians. Divide 2pi by the depth of the array
fRadians = ((2*M PI)/SERIES LENGTH);
    //calculate the sine value for each of the 100 values of the angle and place them
in our data array
    while(i32DataCount < SERIES LENGTH)</pre>
        gSeriesData[i32DataCount] = sinf(fRadians * i32DataCount);
i32DataCount++;
    }
```

```
//endless loop
while(1)
```

## **Task 02:**

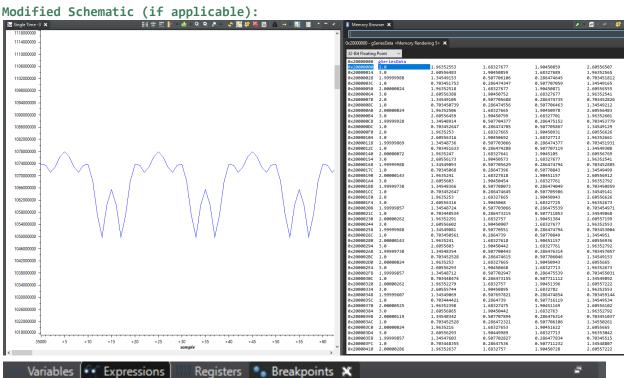
I had to implement the equation below in my code:

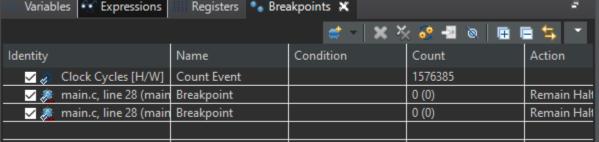
```
\sin (2\pi * 50t) + 0.5 * \cos(2\pi * 200t)
```

Youtube Link:

https://www.youtube.com/watch?v=g7CfzVLjm0s







## Modified Code:

```
// Insert code here
#include <stdint.h>
#include <stdbool.h>
#include <math.h>
#include "inc/hw_memmap.h"
```

```
#include "inc/hw types.h"
#include "driverlib/fpu.h"
#include "driverlib/sysctl.h"
#include "driverlib/rom.h"
#ifndef M PI
#define M PI 3.14159265358979323846
#endif
#define SERIES_LENGTH 1000 //size of buff array
float gSeriesData[SERIES LENGTH]; //used to store the array of floats (1000)
int32_t i32DataCount = 0;
int main(void)
   float fRad_mid_part, fRad_end_part; //used to calculate the intermediate vars Of
the equation
   ROM_FPULazyStackingEnable();//enable lazy stacking
   ROM FPUEnable();// enable the FPU
    fRad mid part = (2*M PI*50)/SERIES LENGTH; // used to model the equations that
   fRad_end_part = (2*M_PI*200)/SERIES_LENGTH; // generates the 50Hz
    // here we calculate the values of the wave
   while(i32DataCount < SERIES_LENGTH)</pre>
       gSeriesData[i32DataCount] = 1.5+(1.0*sinf(fRad_mid_part *
i32DataCount)+0.5*cosf(fRad_end_part * i32DataCount));
   //endless loop
 while(1)
```