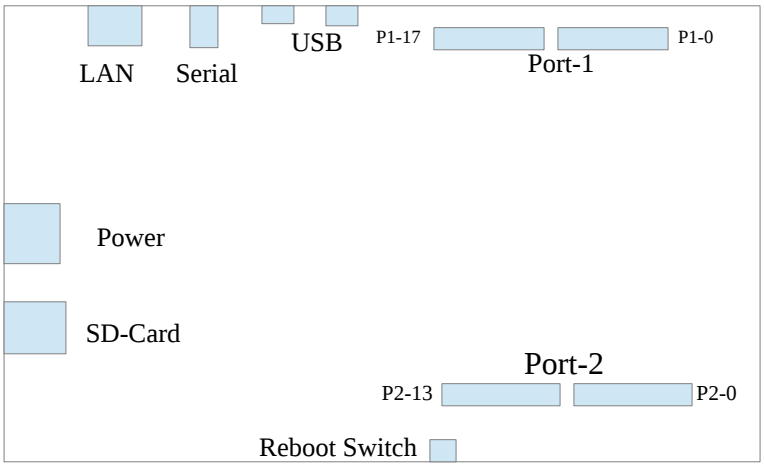
Readme

Compilation:

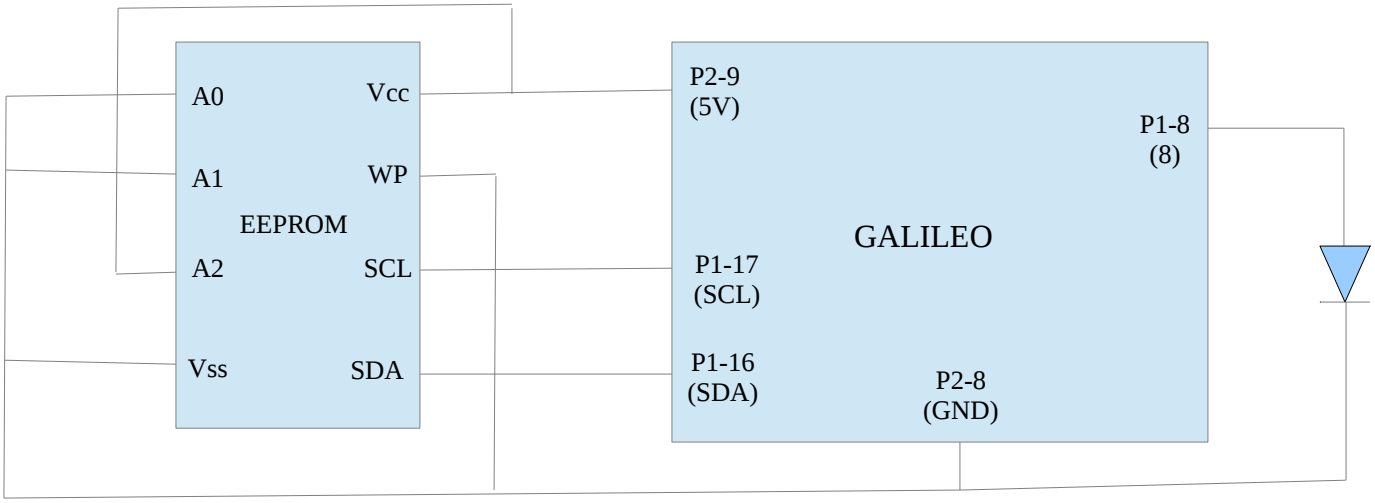
1. We will need to make sure that the files i2c_flash.c, main_2.c and Makefile are present in the current directory.
2. For building, we will need to type: “make”.
3. To clean the build, we type: “make clean”.

Electrical Connections:

1. The 18 connection points near the USB client connector next to the serial port (headphone jack) is regarded as the “Port 1” in this document. The pin near the corner is referred as P1-0 (marked on the board as 0->RX). The pin at the other end is referred as P1-17.
2. The 14 connection points near the reboot button are regarded as the “Port 2” in this document. The pin near the corner is referred to as P2-0 (marked as A5 on the board). The pin at the other corner is referred as P2-13. The figure below should clarify it.



3. The Electrical connection from EEPROM and Galileo are as shown below:



4. To run the application, we will need to build it first. After building, enter the following commands to execute the application:
   insmod i2c_flash.ko
   ./main
5. The user application writes data to the EEPROM, and then reads it back from there, to test if its working or not. It also checks if the read and write functions return appropriate error codes if the EEPROM is busy. The read and write function calls are non blocking, so they return before the actual read and write operations finish.