

Color code explanation

SYSTEM CALLS

THREAD/PARALLEL

ADDITIONAL

PL INTERACTION

PS INTERACTION

threadLoop()

START

OPEN UIO DEVICES

MAP MEMORY

TIMER SEQUENCE

START TIMER

initializeSPI()

initializeLEDMatrix()

clearLEDmatrix()

poll() TIMER

true false

polled

read UIO device

true false

read UIO device sizeof()

threadSPI()

true false

isDataFromBackgroundThreadReady

LOCK

threadLoopOutput

UNLOCK

isDataFromBackgroundThreadReady = true

TIMER SEQUENCE

START TIMER

while(true)

USER INTERRUPT

UNMAP MEMORY

CLOSE UIO DEVICE

STOP

