Date Submitted: October 23, 2019

.....

Task 01:

```
Youtube Link: https://youtu.be/UVrZKnKOIgs
Modified Schematic (if applicable):
Modified Code:
#include <stdint.h>
#include <stdbool.h>
#include <math.h> //uses sinf function
#include "inc/hw memmap.h"
#include "inc/hw_types.h"
#include "driverlib/fpu.h" //support floating point unit
#include "driverlib/sysctl.h"
#include "driverlib/rom.h"
#ifndef M_PI  //in case M_PI is undefined, this bit of code takes care of it
#define M PI
                                3.14159265358979323846
#endif
#define SERIES_LENGTH 100 //depth of data buffer
float gSeriesData[SERIES_LENGTH]; //an array of floats series_length long
int32_t i32DataCount = 0; //counter for computation loop
int main(void)
    float fRadians; //needed to calculate sine
    /*ROM_*/FPULazyStackingEnable(); //turns on Lazy Stacking
   /*ROM */FPUEnable(); //turns on FPU
    /*ROM_*/SysCtlClockSet(SYSCTL_SYSDIV_4 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ |
SYSCTL OSC MAIN); //sets system clock for 50MHz
    fRadians = ((2 * M_PI) / SERIES_LENGTH); //full sine wave cycle is 2pi radians.
divides 2pi by the depth of array
   while(i32DataCount < SERIES LENGTH) //calculates sine value for each of the 100
values of the angle and places them in the array
       gSeriesData[i32DataCount] = sinf(fRadians * i32DataCount);
       i32DataCount++;
   }
   while(1)
```

```
{
}
}
```

Task 02:

```
Youtube Link: https://youtu.be/zXwqzPat-_I
Modified Schematic (if applicable):
Modified Code:
#include <stdint.h>
#include <stdbool.h>
#include <math.h> //uses sinf function
#include "inc/hw memmap.h"
#include "inc/hw_types.h"
#include "driverlib/fpu.h" //support floating point unit
#include "driverlib/sysctl.h"
#include "driverlib/rom.h"
#ifndef M_PI //in case M_PI is undefined, this bit of code takes care of it
#define M PI
                                3.14159265358979323846
#endif
#define SERIES_LENGTH 1000 //depth of data buffer
float gSeriesData[SERIES_LENGTH]; //an array of floats series_length long
int32_t i32DataCount = 0; //counter for computation loop
int main(void)
    float fRadians; //needed to calculate sine
    /*ROM_*/FPULazyStackingEnable(); //turns on Lazy Stacking
   /*ROM_*/FPUEnable(); //turns on FPU
    /*ROM_*/SysCtlClockSet(SYSCTL_SYSDIV_4 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ |
SYSCTL_OSC_MAIN); //sets system clock for 50MHz
    fRadians = ((2 * M PI) / SERIES LENGTH); //full sine wave cycle is 2pi radians.
divides 2pi by the depth of array
   while(i32DataCount < SERIES LENGTH) //calculates sine value for each of the 100
values of the angle and places them in the array
   {
```