

**KLE****TECHNOLOGICAL UNIVERSITY**

Creating Value, Leveraging Knowledge

DR. M. S. SHESHGIRI COLLEGE OF ENGINEERING AND TECHNOLOGY

**Belagavi
Campus****GROUP-08****Review - 01**

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Guide Signature :

Problem statement:

Round-robin --- Write a C program to demonstrate the concept of ROUND ROBIN task switching mechanisms for 3 tasks.

1st Task- Seven segment-- 0 to 9

2nd Task- DC motor anti-clockwise

3rd Task- UART 11 to 20 respectively.

Code:

```
#include <lpc21xx.h>
```

```
#include <rtl.h>
```

```
#include <stdio.h>
```

```
void sev(void);
```

```
void lcd(void);
```

```
void cmd(unsigned int);
```

```
void data(unsigned int);
```

```
void delay(unsigned int);
```

```
void delay1(void);
```

```
void serial(void);
```

```
unsigned char mg;/**/
```

```
void init_serial(void);
```

```
unsigned int counter1, i;
```

```
char arr1[20];
```

```
void uart_init(void);
```

```
unsigned int b;
```

```
unsigned char *ptr;
```

```
unsigned char arr[] = "11 12 13 14 15 16 17 18 19 20";
```

```
unsigned int Disp[16] = {0X003F0000, 0X00060000, 0X005B0000, 0X004F0000,  
0X00660000,
```

```
0X006D0000, 0X007D0000, 0X00070000, 0X007F0000, 0X006F0000};
```

```
void clock_wise(void);
```

```
unsigned int j=0;
```

```
__task void job1 (void);
```

```
__task void job2 (void);
```

```
__task void job3 (void);
```

```

__task void job1 (void)
{

    os_tsk_create (job2, 0); /* Create task 2 and mark it as ready */

    /* loop forever */
    while(1)
    {
        sev() ;

    }

}

```

```

__task void job2 (void)
{
    os_tsk_create(job3,2);
    IO0DIR= 0X00000900;
    IO0SET= 0X00000100;
    while(1)
    {
        clock_wise();
        for(j=0;j<400000;j++);
        for(j=0;j<400000;j++);

        sev();
    }
}

```

```
}  
}
```

```
void sev(void)  
{  
    while(1)  
    {  
        uart_init();  
        ptr = arr;  
        while(*ptr != '\0' )  
        {  
            U0THR = *ptr++;  
            while(!(U0LSR & 0x20)==0x20);  
            for ( b=0; b<=600; b++);  
        }  
        for ( b=0; b<=60000; b++);  
        for ( b=0; b<=60000; b++);  
        for ( b=0; b<=60000; b++);  
        for ( b=0; b<=60000; b++);  
        job3();  
    }  
  
}
```

```

__task void job3 (void)
{
    os_tsk_prio_self(3);
    IODIR0 = 0x0ff0000;
    IOSET0 = 0xf0000000;
    for (i = 0; i < 10; i++) {
        IOSET0 = Disp[i];
        delay1();

        IOCLR0 = 0x00ff0000;
        delay1();

        delay1();

        delay1();
    }
    job2();
}

```

```

void uart_init(void)
{
    PINSEL0 = 0x00000005;

```

```
U0LCR = 0x83;

U0DLL = 0x61;

U0LCR = 0x03;

U0IER = 0x01;

}
```

```
void delay1(void)

{

unsigned long int j;

for(j=0;j<65000;j++);

}
```

```
void clock_wise(void)

{

IO0CLR = 0x00000100;

for(j=0;j<1000000;j++);

    for(j=0;j<1000000;j++);

    for(j=0;j<1000000;j++);

    for(j=0;j<1000000;j++);

IO0SET = 0X00000900;

for(j=0;j<1000000;j++);

for(j=0;j<1000000;j++);

for(j=0;j<1000000;j++);

}
```

```
int main(void)
```

```
{
```

```
os_sys_init(job1);
```

```
while(1);
```

```
}
```

OUTPUT:

The screenshot displays the uVision IDE interface. The main window shows the disassembly of the `main` function, which is a simple loop calling `os_sys_init(job1)`. The registers window on the left shows the current state of the registers. The System and Thread Viewer on the right provides a detailed view of the system configuration and task execution.

System and Thread Viewer

Item	Value
Timer Number	1
Tick Timer	1,000 mSec
Round Robin Timeout	5,000 mSec
Stack Size	200
Tasks with User-provided Stack	0
Stack Overflow Check	Yes
Task Usage	Available: 6, Used: 6
User Timers	Available: 0, Used: 0

ID	Name	Priority	State	Delay	Event Value	Event Mask	Stack Usage
1	job1	1	Ready				32%
2	job2	1	Ready				40%
3	job3	3	Running				Overflow
4	job3	2	Ready				32%
5	job3	2	Ready				32%
6	job3	2	Ready				32%
255	os_idle_demon	0	Ready				40%

Command Window

```
Running with Code Size Limit: 32K
Load "D:\varisha\Objects\rtos2.axf"
*** Restricted Version with 32768 Byte Code Size Limit
*** Currently used: 6020 Bytes (18%)
```

