Maching Page 32 (Counter**) 物語。 printiplize to 0, increment it, and set a break point where it licenseries.  5	Module assignment list		教学模块任务列表
Add the variable 'us2Counters' to main, initialize to 0, increment it, and set a break point where it increments' show how many instruction cycles each loop iteration takes  5		Marks(分)	
### Marks(分) ###	Add the variable "u32Counter" to main, initialize to 0, increment it, and set a break point		添加变量"u32Counter",初始化为0,自动增加计数·并在计
Before YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Surf blassing at 1,024 ts and double the blinking rate nevery 2 seconds until it appears 2 old.  Reduce the blinking rate back down to 1,024 tr; then back up and down forever 2 place that the property of the proper		5	
Explain the main loop rule  1 解释主菌环观则  1 作为中华以上 and double the bilinking rate every 2 seconds until it appears 2 per 2 p	Show how many instruction cycles each hoop returned takes		2271.0H-51.3H-5 1-2003
Explain the main loop rule  1 解释主菌环观则  1 作为中华以上 and double the bilinking rate every 2 seconds until it appears 2 per 2 p	Firmware System Introduction	Marks(分)	<b>固件系统简介</b>
BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Size Iblining at 1024tb and double the blinking rate every 2 seconds until it appears sold.  Reduce the blinking rate back down to 1024ts; then back up and down forever 2 mpg. Market 1004tb blink that continuously changes duty cycle every 100ms from 12 mpg. Market 100 to 100 then 100 to 0 in 10% steps  BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BUTTON to enter. The real EED should be on when locked. Blink red if the password is a publicated until a button is pressed. The code must support any password limit her red and green LTD during this state. When finished, go to the password and have red and green LTD during this state. When finished, go to the password entry mode.  BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Create a password that is entered using BUTTONS, puress with the red and green LTD during this state. When finished, go to the password is fall UTTON as held when the board starts, enter a state where the user can create their password is password by password. Blink red and green LTD during this state. When finished, go to the password entry mode.  BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Market/D  BEFORE YOUR WAITE ANY CODE, draw a picture or flowchart of the assignment's designs.  SECRET STATE AND STATE AN	·		
Start blinking at 1024Hz and double the blinking rate every 2 seconds until it appears 20ld.  ### Reduce the blinking rate back down to 1,024Hz; then back up and down forever 2 2 — 男人那情况等,然后有停重登设个短星(上一步条的US 例如 1,024Hz (然后不停重登设个短星(上一步条的US 例如 1,024Hz (然后不停重登设个短星(上一步条的US 例如 1,024Hz (然后不停重登设个短星(上一步等处的US 例如 1,024Hz (然后不停重变设个短星(上一步等处的US 例如 1,024Hz (然后不停重登设个短星(上一步等处的US 例如 1,024Hz (从后的 1,0			
2			
Reduce the blinking rate back down to 1.024Hz; then back up and down forever 2	solid.	2	常亮
Markst(分)   LED基础   Markst(分)   LED基础   Markst(分)   LED基础   Markst(分)   LED基础   Markst(分)   LED基础   Markst(分)   LED基础   Markst(力)   LED基础   Markst(力)   Markst	Reduce the blinking rate back down to 1.024Hz; then back up and down forever	2	, <b>即先加倍</b> 闪烁·然后降低闪烁·然后再加倍·重复此过程)
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  5 在您动于写任何代码之前,一定要根据像的作业画出流程图	Bonus: implement a 100Hz blink that continuously changes duty cycle every 100ms from 0 to 100 then 100 to 0 in 10% steps	+2	
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  5 在您动于写任何代码之前,一定要根据像的作业画出流程图	·		
Treate an interesting custom pattern of LEDs Make one LED fade in and out. Do this by repeatedly steeping through LED_PWM_0 to 2 実現法人法出資果。通过每極参校复 MLED_PWM_0 plub LED_PWM_0 and back down to LED_PWM_0. Step every 40ms.    Warks(分)   Wat PM	LED Basic	Marks(分)	LED基础
Make one LED fade in and out. Do this by repeatedly stepping through LED_PWM_0 to 2 实现淡人淡出效果,通过每40毫秒反复从LED_PWM_0到LED_PWM_100 and back down to LED_PWM_0. Step every 40ms.  Marks(分) 按键界面  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  For eat e password that is entered using BUTTON0, BUTTON1, and BUTTON2, press BUTTON1 to enter. The read LED should be on when locked. Blink red if the password is buffer when the board starts, enter a state where the user can create their own password up to 10 buttons and be easily changed.  HED Advanced  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  So the state of effect' along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.  BODUS: each change should happen faster than the last since the drop should "speed up" as it falls.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name. Each time your name is detected, print the current count surrounded by a box of "characters. Ensure the box changes size with the number of digits.  **********  BUZZER Basic Operation  Marks(分)  M	BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	在你动手写任何代码之前,一定要根据你的作业画出流程图
Make one LED fade in and out. Do this by repeatedly stepping through LED_PWM_0 to 2 实现淡人淡出效果,通过每40毫秒反复从LED_PWM_0到LED_PWM_100 and back down to LED_PWM_0. Step every 40ms.  Marks(分) 按键界面  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  For eat e password that is entered using BUTTON0, BUTTON1, and BUTTON2, press BUTTON1 to enter. The read LED should be on when locked. Blink red if the password is buffer when the board starts, enter a state where the user can create their own password up to 10 buttons and be easily changed.  HED Advanced  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  LED Advanced  Marks(分)  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  So the state of effect' along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.  BODUS: each change should happen faster than the last since the drop should "speed up" as it falls.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name. Each time your name is detected, print the current count surrounded by a box of "characters. Ensure the box changes size with the number of digits.  **********  BUZZER Basic Operation  Marks(分)  M	Create an interesting custom pattern of LEDs	3	创建一个自定义的LED图案。
Button Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flo			
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  5 在你动手写任何代码之前,一定要根据你的作业画出流程图 的是一个用按键印封按键2的密码输入序列然后按键3为确认 编入正确的超升LED Advanced LED Advanced  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. If alls:  15 在你动手写任何代码之前,一定要根据你的作业画出流程图 的是ED is 100% bright, and the trailling ones are 70%, 50%, 30% and 10%.  16 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  16 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  17 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  18 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  19 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  10 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  10 Debug Interface  10 Debug Interface  11 Debug Interface  12 Debug Interface  13 Debug Interface  14 Debug Interface  15 Debug Interface  16 Debug Interface  17 Debug Interface  18 Debug Interface  18 Debug Interface  19 Debug Interface  19 Debug Interface  10 Debug Interface  11 Debug Interface  12 Debug Interface  12 Debug Interface  13 Debug Interface  14 Debug Interface  15 Debug Interface  16 Debug Interface  17 Debug Interface  18 Debug Interface  18 Debug Interface  19 Debug Interface  19 Debug Interface  10 Debug Interf	LED_PWM_100 and back down to LED_PWM_0. Step every 40ms.	2	PWM_100 <b>然后返回到</b> LED_PWM_0步进来实现这个过程
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  5 在你动手写任何代码之前,一定要根据你的作业画出流程图 的是一个用按键印封按键2的密码输入序列然后按键3为确认 编入正确的超升LED Advanced LED Advanced  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. If alls:  15 在你动手写任何代码之前,一定要根据你的作业画出流程图 的是ED is 100% bright, and the trailling ones are 70%, 50%, 30% and 10%.  16 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  16 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  17 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  18 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  19 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  10 Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs. It falls.  10 Debug Interface  10 Debug Interface  11 Debug Interface  12 Debug Interface  13 Debug Interface  14 Debug Interface  15 Debug Interface  16 Debug Interface  17 Debug Interface  18 Debug Interface  18 Debug Interface  19 Debug Interface  19 Debug Interface  10 Debug Interface  11 Debug Interface  12 Debug Interface  12 Debug Interface  13 Debug Interface  14 Debug Interface  15 Debug Interface  16 Debug Interface  17 Debug Interface  18 Debug Interface  18 Debug Interface  19 Debug Interface  19 Debug Interface  10 Debug Interf	Rutton Interface	Marks(分)	按知 晃而
Treate a password that is entered using BUTTON0, BUTTON1, and BUTTON2; press BUTTON3 to enter. The red LED should be on when locked. Blink red if the password is length of password up to 10 buttons and be easily changed.  If BUTTON3 is held when the board starts, enter a state where the user can create their password up to 10 buttons and be easily changed.  If BUTTON3 is held when the board starts, enter a state where the user can create their password up to 10 buttons and be easily changed.  If BUTTON3 is held when the board starts, enter a state where the user can create their password entry mode.  IED Advanced  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Debug Interfa			
BUTTON3 to enter. The red LED should be on when locked. Blink red if the password is wrong, or blink green if correct until a button is pressed. The code must support any length of password up to 10 buttons and be easily changed.  If BUTTON3 is held when the board starts, enter a state where the user can create their own password. Blink the red and green LED during this state. When finished, go to the password entry mode.  IED Advanced  IED Adva		5	
with password entry mode.    15   15     15     15     15     15     15     15     15     15     15	Create a password that is entered using BUTTON0, BUTTON1, and BUTTON2; press BUTTON3 to enter. The red LED should be on when locked. Blink red if the password is wrong, or blink green if correct until a button is pressed. The code must support any length of password up to 10 buttons and be easily changed.	5	输入。当锁住时红灯亮,当密码输入错误时红灯闪烁,输入 正确时绿灯闪烁。代码必须支持由10个按键决定的任何长度
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Recreate the "icicle effect" along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.  Bonus: each change should happen faster than the last since the drop should "speed up" as it falls.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name. Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ******  *****  *****  *****  *****  ****	If BUTTON3 is held when the board starts, enter a state where the user can create their own password. Blink the red and green LED during this state. When finished, go to the password entry mode.	+5	
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Recreate the "icicle effect" along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.  Bonus: each change should happen faster than the last since the drop should "speed up" as it falls.  Debug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name. Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ******  *****  *****  *****  *****  ****			
Recreate the "icicle effect" along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.  Bonus: each change should happen faster than the last since the drop should "speed up" as it falls.  Pebug Interface  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.  Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ******  ******  ******  ******  ******	LED Advanced	Marks(分)	LED高级
trailing ones are 70%, 50%, 30% and 10%.  Bonus: each change should happen faster than the last since the drop should "speed up" as it falls.    ***Page	BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	
#2	Recreate the "icicle effect" along the 8 LEDs. The leading LED is 100% bright, and the trailing ones are 70%, 50%, 30% and 10%.	5	
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.  Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ****** *102* ***** **102* ***** *****  **Buzzer Basic Operation  **Buzzer Basic Operation  **Marks(分)  **Marks(力)  *	Bonus: each change should happen faster than the last since the drop should "speed up" as it falls.	+2	奖励分:实现滴落速度越往后越快的效果。
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.  Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ****** *102* ***** **102* ***** *****  **Buzzer Basic Operation  **Buzzer Basic Operation  **Marks(分)  **Marks(力)  *			
Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.  Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ******  **102* *****  *****  *****  *****  *****  ****	Debug Interface	Marks(分)	调试界面
times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.  Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  ****** *102* *****  *****  *****  *****  *****  ****	BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	在你动手写任何代码之前,一定要根据你的作业画出流程图
Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.  *****  *102*  *****  *Buzzer Basic Operation  Before YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.  \$\$ \begin{align*} \text{\frac{\text{63}{\text{min}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{63}{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}{\text{min}}}} \\ \text{\frac{\text{\frac{\text{min}}}}}{\text{min}}} \\ \text{\frac{\text{min}}}} \\ \frac{	Write code to detect every time your name is typed on the input and count how many times it's typed. You do not need to press enter - just monitor the input buffer. Make sure the code works when you repeat letters in your name.	3	须按enter键,只用监控输入缓存。确保代码在你名字中的字
*******  ******  ******  ******  ******	Each time your name is detected, print the current count surrounded by a box of * characters. Ensure the box changes size with the number of digits.	2	每当你的名字被检测到·按下列格式输出次数·并且*号框 大小随着数位增加自动调整。
Buzzer Basic Operation  Marks(分) 蜂鸣器基本操作  BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.  5			
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.  5  在你动手写任何代码之前,一定要根据你的作业画出流程图 添加一个全八度音阶(12个音符包括变音符号),使用键盘通过调试界面输入。	****		* * * * *
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.  Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.  5  在你动手写任何代码之前,一定要根据你的作业画出流程图 添加一个全八度音阶(12个音符包括变音符号),使用键盘通过调试界面输入。			
Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.  **Total Company of the debug interface of the flats of t	Buzzer Basic Operation	Marks(分)	蜂鸣器基本操作
notes through the debug interface. You may select the keys to use.	BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	
ů ů ,	Add a full octave (12 notes including sharps and flats) by using keyboard keys to enter notes through the debug interface. You may select the keys to use.	5	添加一个全八度音阶(12个音符包括变音符号)·使用键盘通过调试界面输入。
Bonius: use BUTTONU trirougn BUTTONS to select the current octave from CZ to CS +Z   使用按键U到3MCZ到CS选择当期音阶。	Bonus: use BUTTON0 through BUTTON3 to select the current octave from C2 to C5	+2	使用按键0到3从C2到C5选择当前音阶。

Module assignment list		教学模块任务列表
Buzzer Advanced Operation	Marks(分)	蜂鸣器高级操作
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	在你动手写任何代码之前,一定要根据你的作业画出流程图
Implement your own song including customizing the LEDs that are displayed be creative but do something that makes visual sense.	3	定制自己的歌曲及LED显示效果 尽量发挥创意作出特别的视觉效果。
Print the frequency and duration of each note that's played on the debug port.	2	输出通过调试端口演奏出的每个音符的频率及持续时间。
		Date of the Date Administration In 1997 Mar.
Character LCD Basic Operation	Marks(分)	液晶屏字符基本操作
BEFORE YOUR WRITE ANY CODE, draw a picture or flowchart of the assignment's designs.	5	在你动手写任何代码之前,一定要根据你的作业画出流程图
Design and code some type of animation of your name.	5	设计并编程显示自己名字字符的动画效果。
Bonus: add LED, Button and Sound I/O to your animation.	+2	奖励分:为动画增加LED,按钮和声音效果。
Bonus: Display typed characters on the LCD from the debug port. A maximum of 255 characters are allowed. If more than 40 characters are typed, the display should scroll up. When the user presses enter, output ALL of the typed characters to the debug port.	+5	奖励分:通过调试端口在液晶屏上显示输入的字符·最大255字符。如果输入字符数大于40,则滚屏显示。当用户按下确认键·在调试端口输出所有字符。
ANT Introduction	Marks(分)	ANT简介
Set the Device Type to the last two digits of your phone number and show that the channel is connected in ANTWare.	4	将设备类型设置为自己电话号码的最后两位·并显示频道与 ANTWare连接。
Write out the broadcast message being sent by your device and identify all of the data fields.	2	<b>写出通</b> 过自己的设备发送的广播信息并识别出所有数据字段。
Change the radio frequency to 2440MHz and show that the channel connects to your device using ANTWare.	4	将无线电频率改为2440MHz,并显示频道通过ANTWare与自己的设备连接。