**Setup:**

Open the “AtmelCodingAssignment.atsln”

This Solution assumes that OLED1 Module is connected to EXT3.

Select Debugger/Programmer in Project🡪AtmelCodingAssignment Properties🡪Tools, in case if it is not selected.

Open Terminal Window from View🡪Terminal Window and select appropriate COM port with 115200 baud.

Build the project with F7.

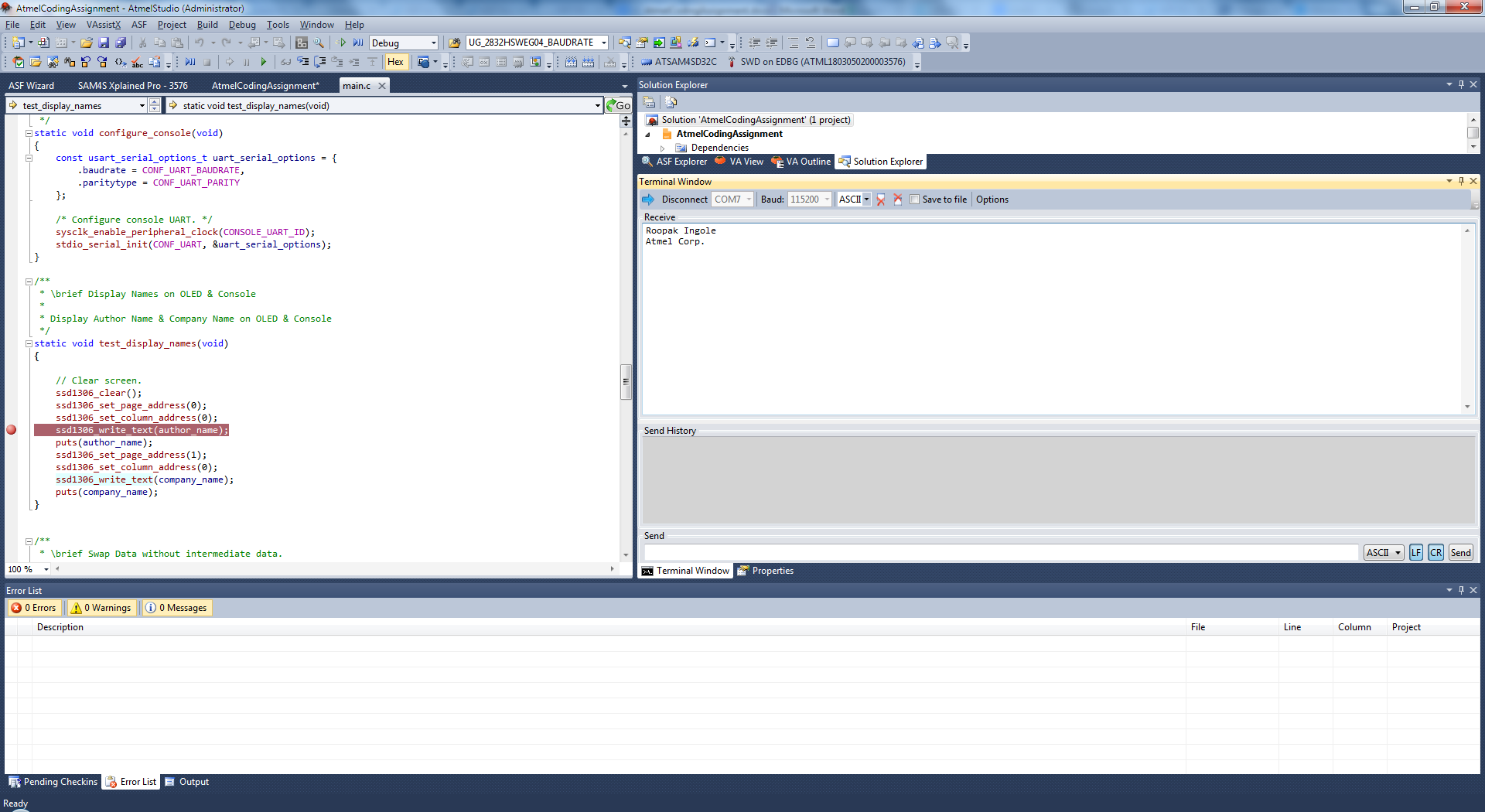
**Execution:**

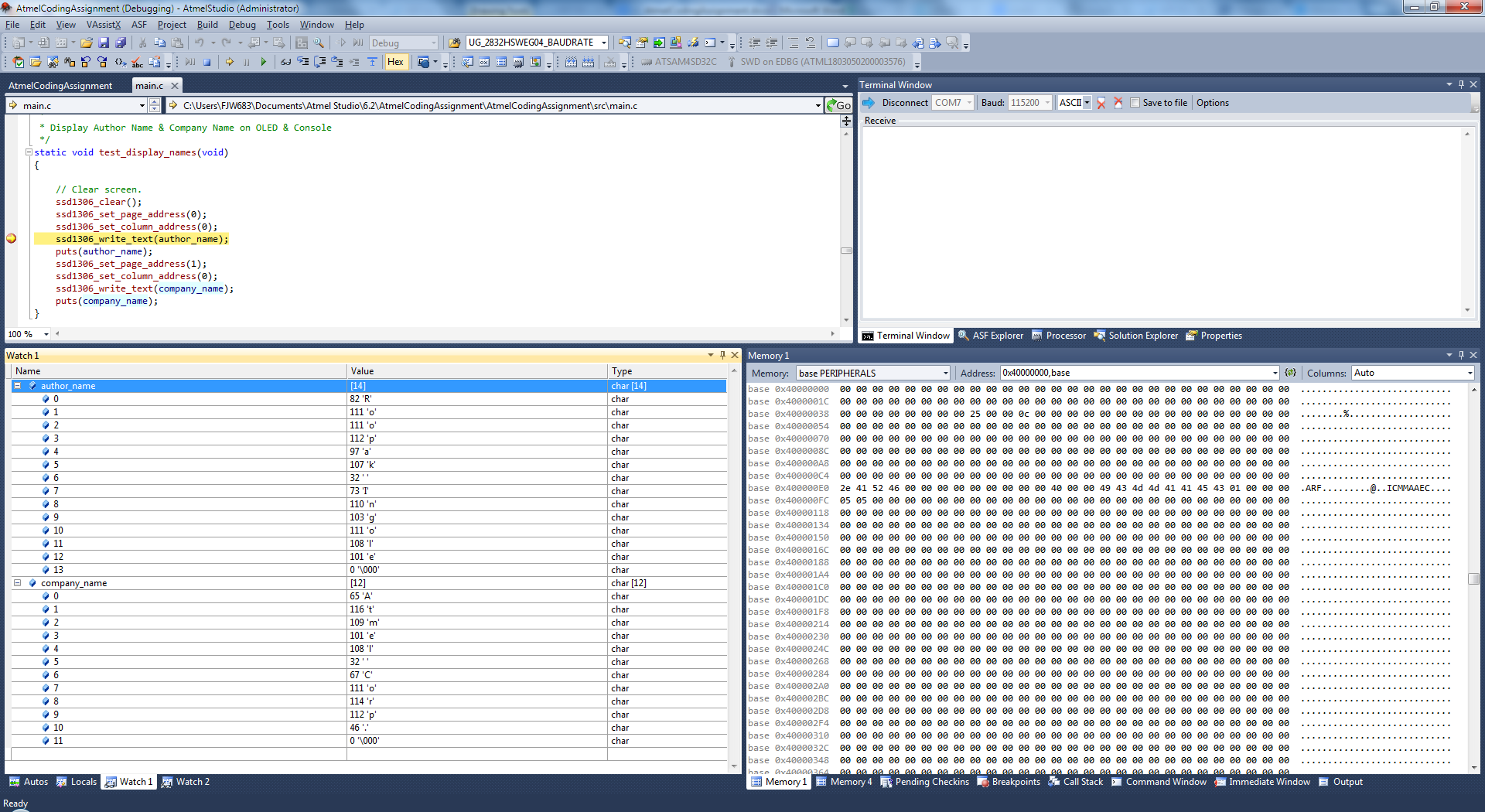
Flash & Run the project with F5.

1. Upon PowerUp
   1. On OLED “Roopak Ingole” & “Atmel Corp.” will be displayed.

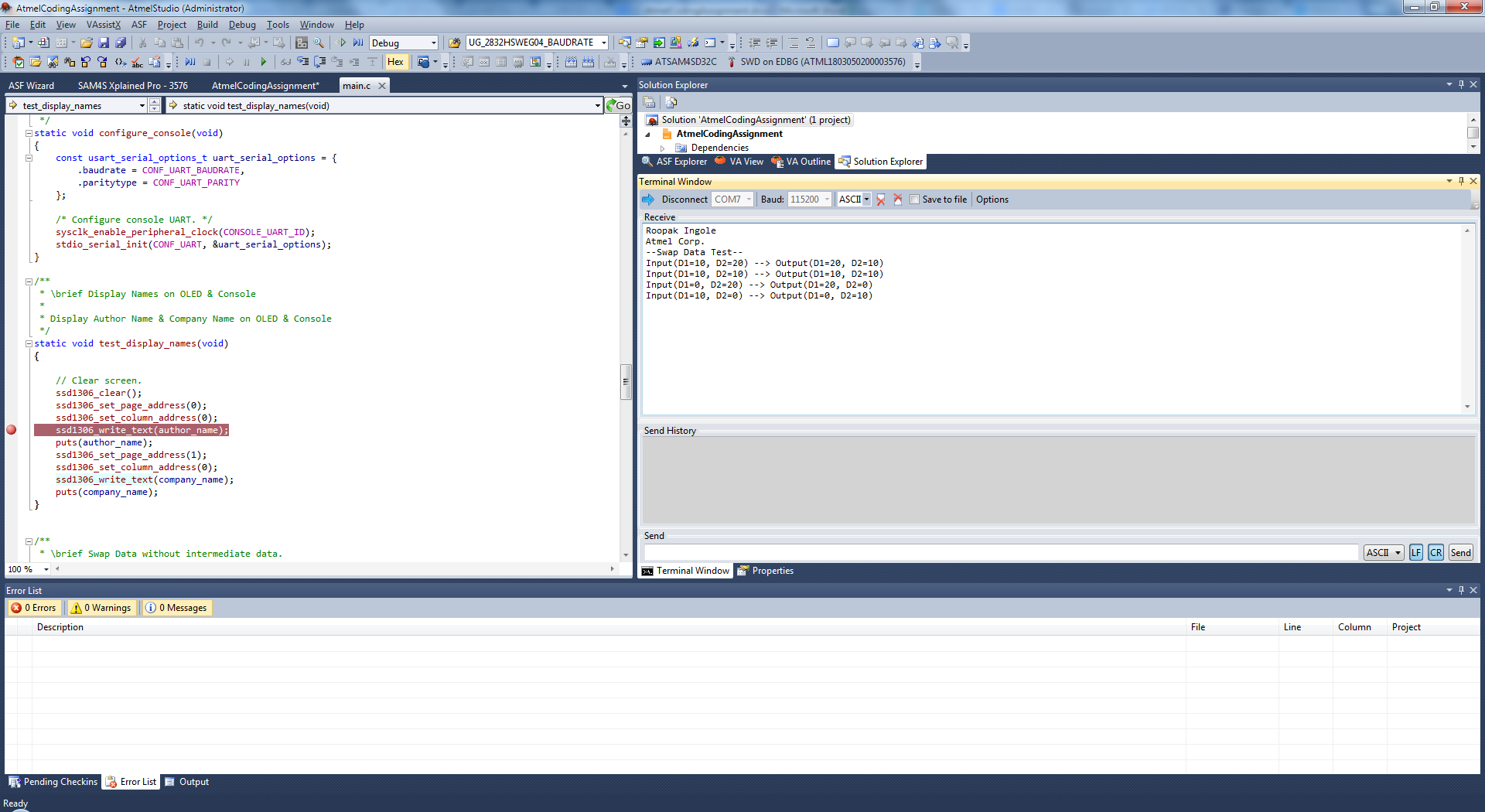
|  |  |
| --- | --- |
| IMG_1699.JPG | IMG_1702.JPG |

* 1. On Terminal Window, “Roopak Ingole” & “Atmel Corp.” will be printed.

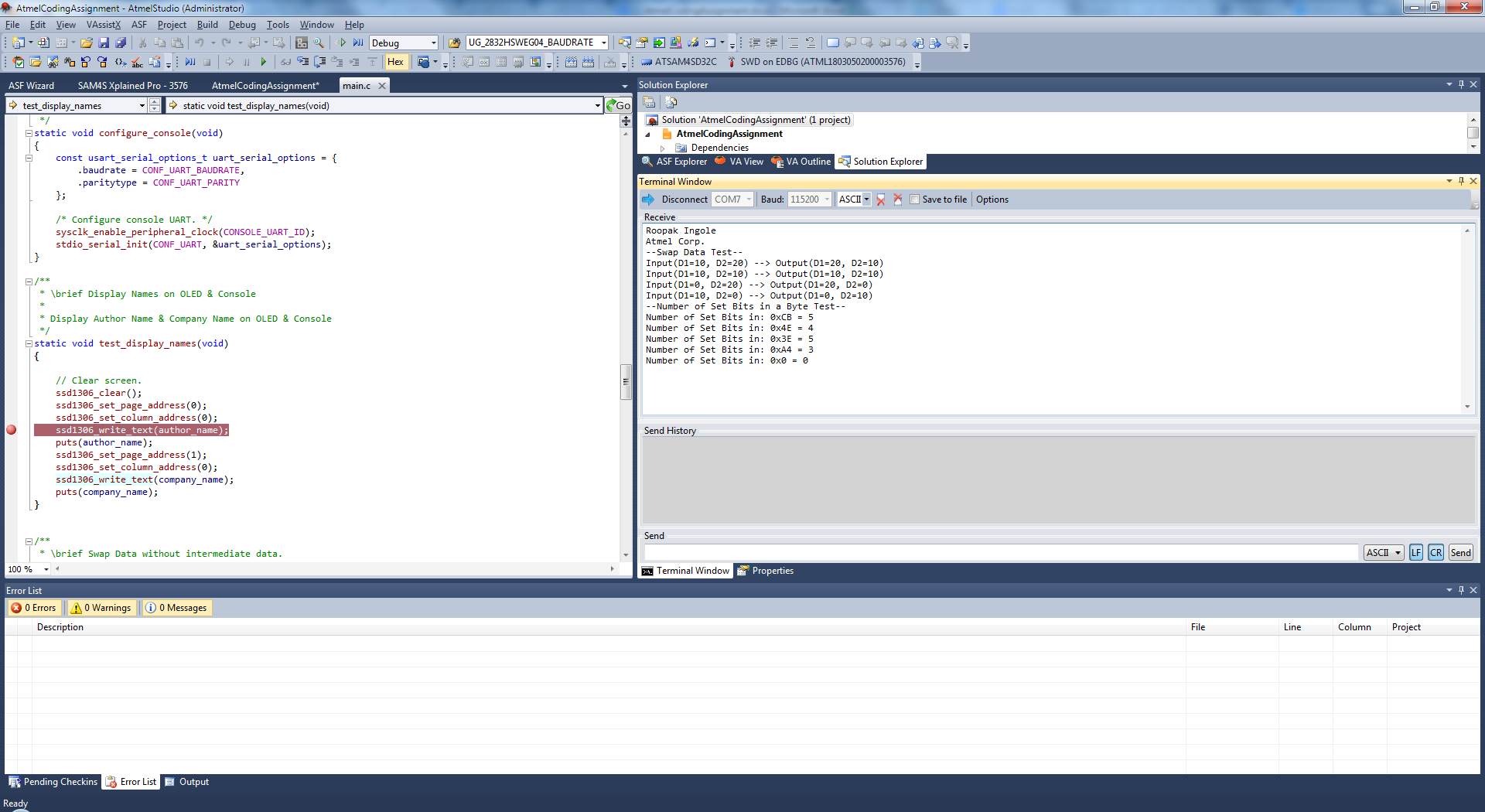




1. Press Button1 on OLED module
   1. Test result of “Swap Data” will be printed on Terminal Window like below:



1. Pres Button1 on OLED module.
   1. Test result of “Set Bit Count” will be printed on Terminal Window like below:



1. Pres Button1 on OLED module.
   1. Test result of “Set Bit” will be printed on Terminal Window like below:

