**Assignment – 1**

QUE:1)

int main(void)  
{  
/\* USER CODE BEGIN 1 \*/

/\* USER CODE END 1 \*/

/\* MCU Configuration--------------------------------------------------------\*/

/\* Reset of all peripherals, Initializes the Flash interface and the Systick. \*/  
HAL\_Init();

/\* USER CODE BEGIN Init \*/

int i=0;  
char \*ptr;  
char str[] = "Hello World";

/\* USER CODE END Init \*/

/\* Configure the system clock \*/  
SystemClock\_Config();

/\* USER CODE BEGIN SysInit \*/

/\* USER CODE END SysInit \*/

/\* Initialize all configured peripherals \*/  
MX\_GPIO\_Init();  
MX\_DFSDM1\_Init();  
MX\_I2C2\_Init();  
MX\_QUADSPI\_Init();  
MX\_SPI3\_Init();  
MX\_USART1\_UART\_Init();  
MX\_USART3\_UART\_Init();  
MX\_USB\_OTG\_FS\_PCD\_Init();

/\* USER CODE BEGIN 2 \*/  
ptr = (char \*)0x20000100; //address where string is to be stored

/\* USER CODE END 2 \*/

/\* USER CODE BEGIN WHILE \*/  
while (str[i] != 0)  
{  
 /\* USER CODE END WHILE \*/

/\* USER CODE BEGIN 3 \*/  
\*ptr = str[i];  
ptr++;  
i++;

}  
/\* USER CODE END 3 \*/  
}

Graphical user interface, application

Description automatically generated

QUE:2)

//program to blink led using s/w delay

**int** **main**(**void**)

{

/\* USER CODE BEGIN 1 \*/

/\* USER CODE END 1 \*/

/\* MCU Configuration--------------------------------------------------------\*/

/\* Reset of all peripherals, Initializes the Flash interface and the Systick. \*/

HAL\_Init();

/\* USER CODE BEGIN Init \*/

/\* USER CODE END Init \*/

/\* Configure the system clock \*/

SystemClock\_Config();

/\* USER CODE BEGIN SysInit \*/

/\* USER CODE END SysInit \*/

/\* Initialize all configured peripherals \*/

MX\_GPIO\_Init();

/\* USER CODE BEGIN 2 \*/

/\* USER CODE END 2 \*/

/\* Infinite loop \*/

/\* USER CODE BEGIN WHILE \*/

**while** (1)

{

/\* USER CODE END WHILE \*/

/\*SIMPLE LED BLINK PROGRAM \*/

HAL\_GPIO\_TogglePin(GPIOA, LED1\_Pin);

HAL\_GPIO\_TogglePin(GPIOC, LED3\_Pin);

for(int i = 0; i<2000; i++) //generate some delay

{

}

/\* USER CODE BEGIN 3 \*/

}

/\* USER CODE END 3 \*/

}