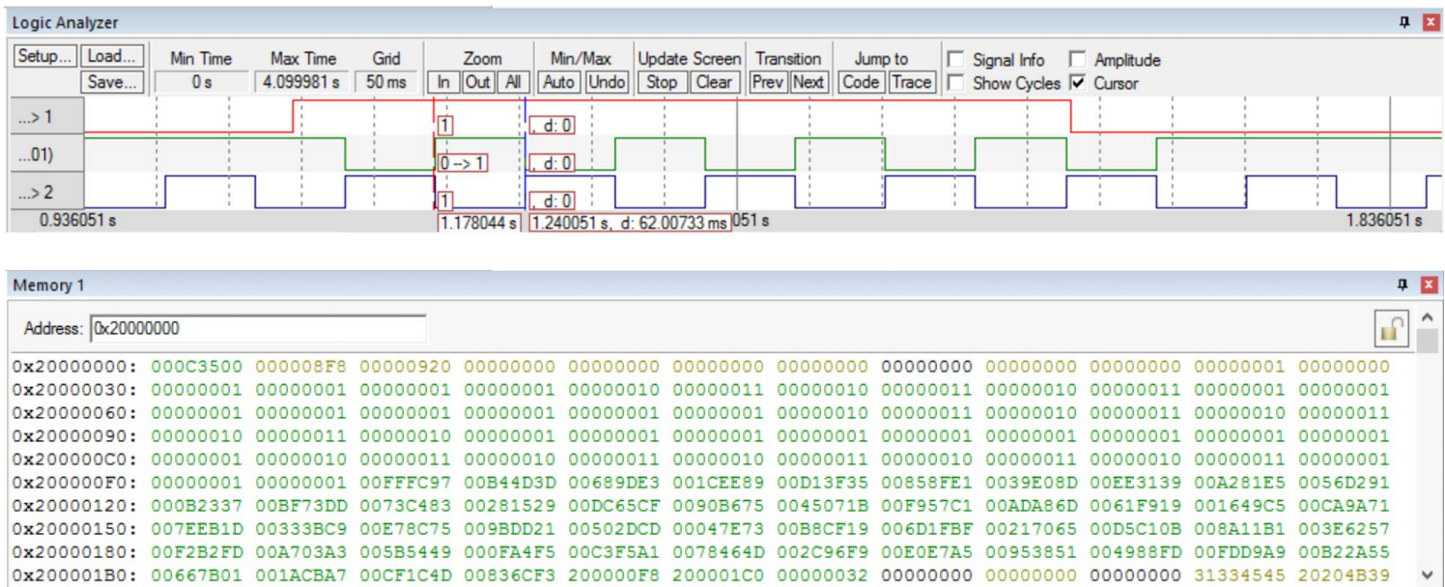


Screenshots



Assembly Code

```

,***** main.s *****
; Program written by: ***Your Names**update this***
; Date Created: 1/22/2016
; Last Modified: 1/22/2016
; Section ***Tuesday 1-2***update this***
; Instructor: ***Ramesh Yerraballi**update this***
; Lab number: 4
; Brief description of the program
; If the switch is presses, the LED toggles at 8 Hz
; Hardware connections
; PE1 is switch input (1 means pressed, 0 means not pressed)
; PE0 is LED output (1 activates external LED on protoboard)
;Overall functionality of this system is the similar to Lab 3, with three changes:
;1- initialize SysTick with RELOAD 0x00FFFFFF
;2- add a heartbeat to PF2 that toggles every time through loop
;3- add debugging dump of input, output, and time
; Operation
; 1) Make PE0 an output and make PE1 an input.
; 2) The system starts with the LED on (make PE0 =1).
; 3) Wait about 62 ms
; 4) If the switch is pressed (PE1 is 1), then toggle the LED once, else turn the LED on.
; 5) Steps 3 and 4 are repeated over and over

```

```

SWITCH      EQU 0x40024004 ;PE0
LED         EQU 0x40024008 ;PE1
SYSCTL_RCGCGPIO_R EQU 0x400FE608
SYSCTL_RCGC2_GPIOE EQU 0x00000010

```

```

SYSCTL_RCGC2_GPIOF    EQU 0x00000020
GPIO_PORTE_DATA_R      EQU 0x400243FC
GPIO_PORTE_DIR_R       EQU 0x40024400;
GPIO_PORTE_AFSEL_R     EQU 0x40024420;
GPIO_PORTE_PUR_R       EQU 0x40024510
GPIO_PORTE_DEN_R       EQU 0x4002451C;
GPIO_PORTF_DATA_R      EQU 0x400253FC
GPIO_PORTF_DIR_R       EQU 0x40025400;
GPIO_PORTF_AFSEL_R     EQU 0x40025420;
GPIO_PORTF_DEN_R       EQU 0x4002551C;
NVIC_ST_CTRL_R         EQU 0xE000E010
NVIC_ST_RELOAD_R       EQU 0xE000E014
NVIC_ST_CURRENT_R      EQU 0xE000E018
SOFT_COUNT              EQU    1240000
HARD_COUNT              EQU    1653333

```

THUMB

AREA DATA, ALIGN=4

EXPORT DataBuffer

EXPORT TimeBuffer

SIZE EQU 50

EXPORT DataPt [DATA,SIZE=4]

EXPORT TimePt [DATA,SIZE=4]

DataBuffer SPACE SIZE*4

TimeBuffer SPACE SIZE*4

DataPt SPACE 4

TimePt SPACE 4

COUNT SPACE 1

ALIGN

AREA |.text|, CODE, READONLY, ALIGN=2

THUMB

EXPORT Start

IMPORT TExaS_Init

IMPORT SysTick_Init

Start BL TExaS_Init

LDR R1, =SYSCTL_RCGCGPIO_R

LDR R0, [R1]

ORR R0, #0x30

STR R0, [R1]

NOP

NOP

LDR R1, =GPIO_PORTE_DIR_R

LDR R0, [R1]

AND R0, #0xFC

ORR R0, #0x01

STR R0, [R1]

```
LDR R1, =GPIO_PORTE_AFSEL_R
LDR R0, [R1]
AND R0, #0xFC
STR R0, [R1]
```

```
LDR R1, =GPIO_PORTE_DEN_R
LDR R0, [R1]
ORR R0, #0x03
STR R0, [R1]
```

```
LDR R1, =GPIO_PORTF_AFSEL_R
LDR R0, [R1]
AND R0, #0xFB
STR R0, [R1]
```

```
LDR R1, =GPIO_PORTF_DIR_R
LDR R0, [R1]
AND R0, #0xFB
ORR R0, #0x04
STR R0, [R1]
```

```
LDR R1, =GPIO_PORTF_DEN_R
LDR R0, [R1]
ORR R0, #0x04
STR R0, [R1]
```

```
CPSIE I
BL Debug_Init
B set_LED
```

loop

```
LDR R1, =COUNT
LDR R0, [R1]
CMP R0, #50
```

```
BEQ Skip
BL Debug_Capture
```

;heartbeat

Skip

```
BL Heartbeat
```

; Delay

```
BL delay
```

;input PE1 test output PE0 2480009

```
LDR R1, =GPIO_PORTE_DATA_R
LDR R0, [R1]
```

```
AND R2, #0
AND R2, R0, #0x02
LSR R2, #1
CMP R2, #1
```

BNE set_LED

EOR R3, R0, #0x01

STR R3, [R1]

B loop

Debug_Init

PUSH{R0, LR}

BL SysTick_Init

LDR R1, =COUNT

MOV R0, #0

STR R0, [R1]

LDR R0, =DataBuffer

LDR R1, =DataPt

STR R0, [R1]

LDR R0, =TimeBuffer

LDR R1, =TimePt

STR R0, [R1]

MOV R0, #0xFFFFFFFF

LDR R1, =DataBuffer

BL Set_Buffer

MOV R0, #0xFFFFFFFF

LDR R1, =TimeBuffer

BL Set_Buffer

POP{R0, LR}

BX LR

Debug_Capture

LDR R1, =TimePt

LDR R0, [R1]

LDR R2, =NVIC_ST_CURRENT_R

LDR R2, [R2]

STR R2, [R0]

ADD R0, #4

STR R0, [R1]

LDR R1, =GPIO_PORTA_DATA_R

LDR R0, [R1]

AND R2, R0, #0x01

MOV R3, R2

AND R2, R0, #0x02

LSL R2, #3

ORR R3, R2

LDR R1, =DataPt

LDR R0, [R1]

```
STR R3, [R0]
ADD R0, #4
STR R0, [R1]

LDR R1, =COUNT
LDR R0, [R1]
ADD R0, #1
STR R0, [R1]
```

```
BX LR
```

Heartbeat

```
LDR R1, =GPIO_PORTF_DATA_R
LDR R0, [R1]
EOR R0, #0x04
STR R0, [R1]
```

```
BX LR
```

delay

```
LDR R1, =SOFT_COUNT
```

delay_loop

```
SUBS R1, #1
BNE delay_loop
BX LR
```

set_LED

```
LDR R1, =GPIO_PORTE_DATA_R
LDR R0, [R1]
ORR R0, #0x01
STR R0, [R1]
```

```
B loop
```

Set_Buffer

```
MOV R2, #0
```

B_Loop

```
STR R0, [R1]
ADD R1, #4
ADD R2, #1
CMP R2, #50
BNE B_Loop
BX LR
```

```
ALIGN
END
```

Execution Time

Debugger_Capture takes 24 cycles to complete

Number of cycles between each Debugger_Capture is 2480022 cycles

Time for Debugger_Capture is $24 * 2 * 12.5 * 10^{-9} = 6 * 10^{-7}$ seconds

Time between each Debugger_Capture is $2480022 * 2 * 12.5 * 10^{-9} = 0.06200055$ seconds

Percentage Overhead is $100 * (6 * 10^{-7} \text{ seconds}) / (0.06200055 \text{ seconds}) = 0.000967\%$

Debugging Results

```
01000000010000000100000001000000
01000000100000001100000010000000
11000000100000001100000010000000
11000000100000001100000010000000
01000000010000000100000001000000
01000000010000000100000001000000
10000000110000001000000011000000
10000000110000001000000011000000
10000000110000001000000011000000
10000000110000001000000011000000
10000000010000000100000001000000
01000000010000000100000001000000
01000000010000000100000001000000
1000000011000000
```

```
97FCFF003D4DB400
E39D680089EE1C002F3FD100DB8F8500
87E039003331EE00DF81A2008BD25600
37230B00E373BF008FC473003B152800
E765DC0093B6900039074500DF57F900
85A8AD002BF96100D1491600779ACA00
1DEB7E00C33B33006F8CE7001BDD9B00
C72D5000737E04001FCFB800CB1F6D00
7770210023C1D500CF118A007B623E00
27B3F200D303A7007F545B0025A50F00
CBF5C3007146780017972C00BDE7E000
6338950009894900AFD9FD00552AB200
FB7A6600A1CB1A004D1CCF00F96C8300
```

Difference between two Time Buffer values is $00FFFC97 - 00B44D3D = 4BAF5A$ or 4960090

Time between two Time Buffer values is $4960090 * 12.5 * 10^{-9} = 0.062001125$ or about 62ms