Lab 09

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Ex. 1

- Add to led.h file the prototype:
  `void led4and11_On(void);`
- Add to ‘led’ group the file funct_led.c
- Implement in funct_led.c the function `led4and11_On(void)`, powering on the LEDs 4 and 11 acting on the FIOSET register.
- Note: the state (on/off) of the other LEDs must not be modified.
- Test the function calling it from the main.

Ex. 2

- Add to led.h file the prototype:
  `void led4_Off(void);`
- Implement in funct_led.c the function `led4_Off(void)`, switching off LED 4 acting on FIOCLR register.
- Note: the state (on/off) of the other LEDs must not be modified.
- Test the function calling it from the main.

Ex. 3

- Add to led.h file the prototype:
  `void ledEvenOn_OddOf(void);`
- Implement in funct_led.c the function `ledEvenOn_OddOf(void)`, powering on the LEDs with even index number and powering off odd ones, acting on FIOPIN register.
- Test the function calling it from the main.

Ex. 4

- Add to led.h file the prototype:
  `void LED_On(unsigned int num);`
- Implement in funct_led.c the function `void LED_On(unsigned int num)` powering on the LED corresponding to the parameter passed:
  - num = 0 -> led 4
  - num = 1 -> led 5
  - num = 7 -> led 11
- Test the function calling it from the main.

Ex. 5

- Add to led.h file the prototype:
  `void LED_Off(unsigned int num);`
- Implement in funct_led.c the function `void LED_Off(unsigned int num)` powering off the LED corresponding to the parameter passed: num = 0 -> led 4
  - num = 1 -> led 5
  - num = 7 -> led 11
- Test the function calling it from the main.