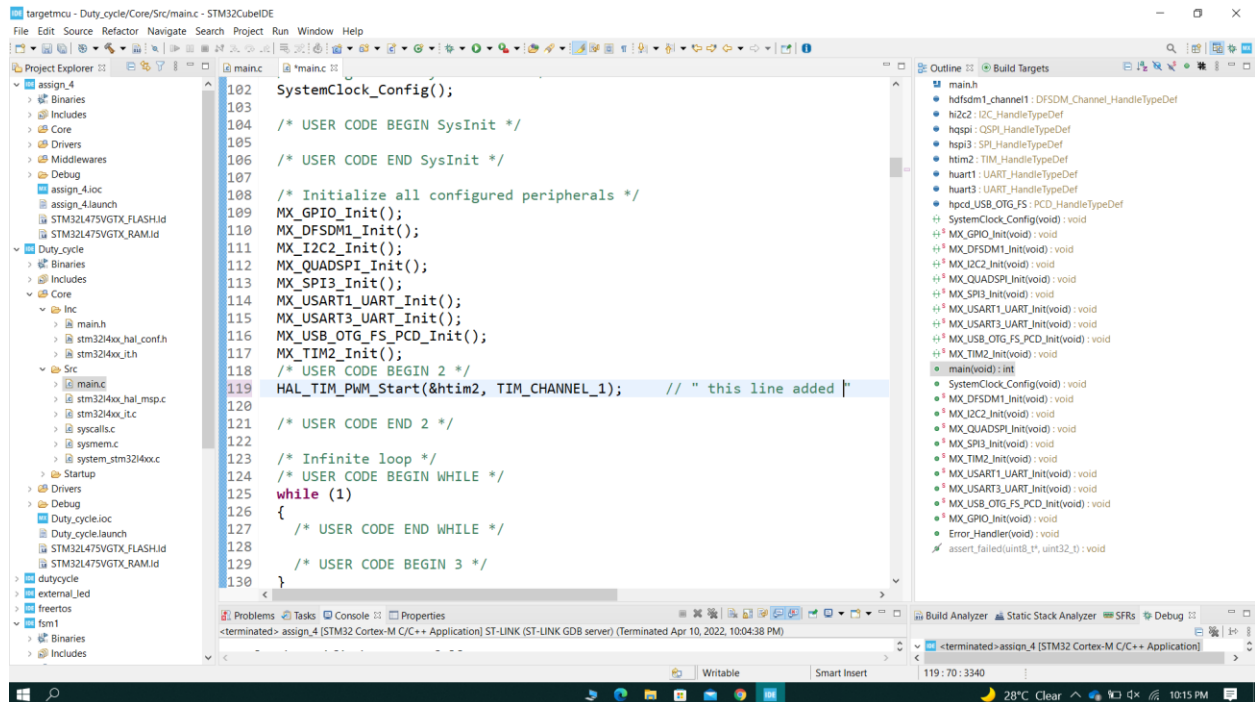


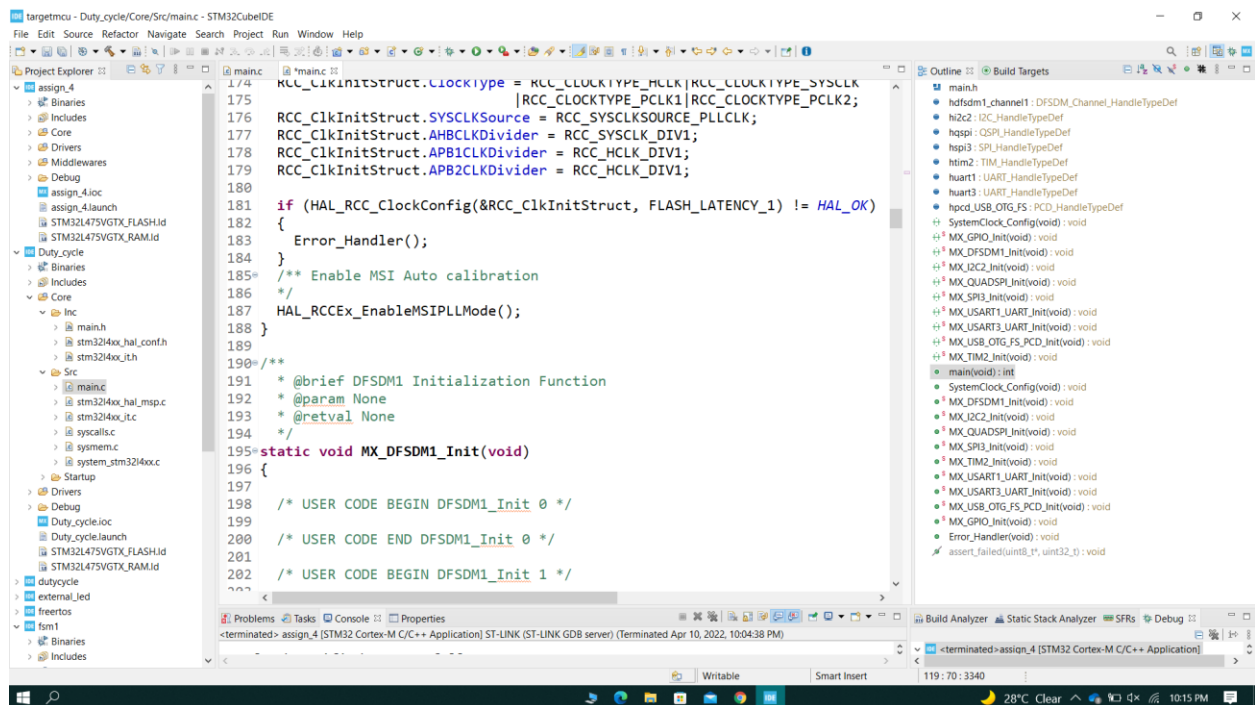
MCU ASSINGMENT NO :- 3



The screenshot shows the STM32CubeIDE interface with the main.c file open. The code includes the following sections:

```
102 SystemClock_Config();
103
104 /* USER CODE BEGIN SysInit */
105
106 /* USER CODE END SysInit */
107
108 /* Initialize all configured peripherals */
109 MX_GPIO_Init();
110 MX_DFSDM1_Init();
111 MX_I2C2_Init();
112 MX_QUADSPI_Init();
113 MX_SPI3_Init();
114 MX_USART1_UART_Init();
115 MX_USART3_UART_Init();
116 MX_USB_OTG_FS_PCD_Init();
117 MX_TIM2_Init();
118 /* USER CODE BEGIN 2 */
119 HAL_TIM_PWM_Start(&htim2, TIM_CHANNEL_1); // " this line added
120
121 /* USER CODE END 2 */
122
123 /* Infinite loop */
124 /* USER CODE BEGIN WHILE */
125 while (1)
126 {
127     /* USER CODE END WHILE */
128
129     /* USER CODE BEGIN 3 */
130 }
```

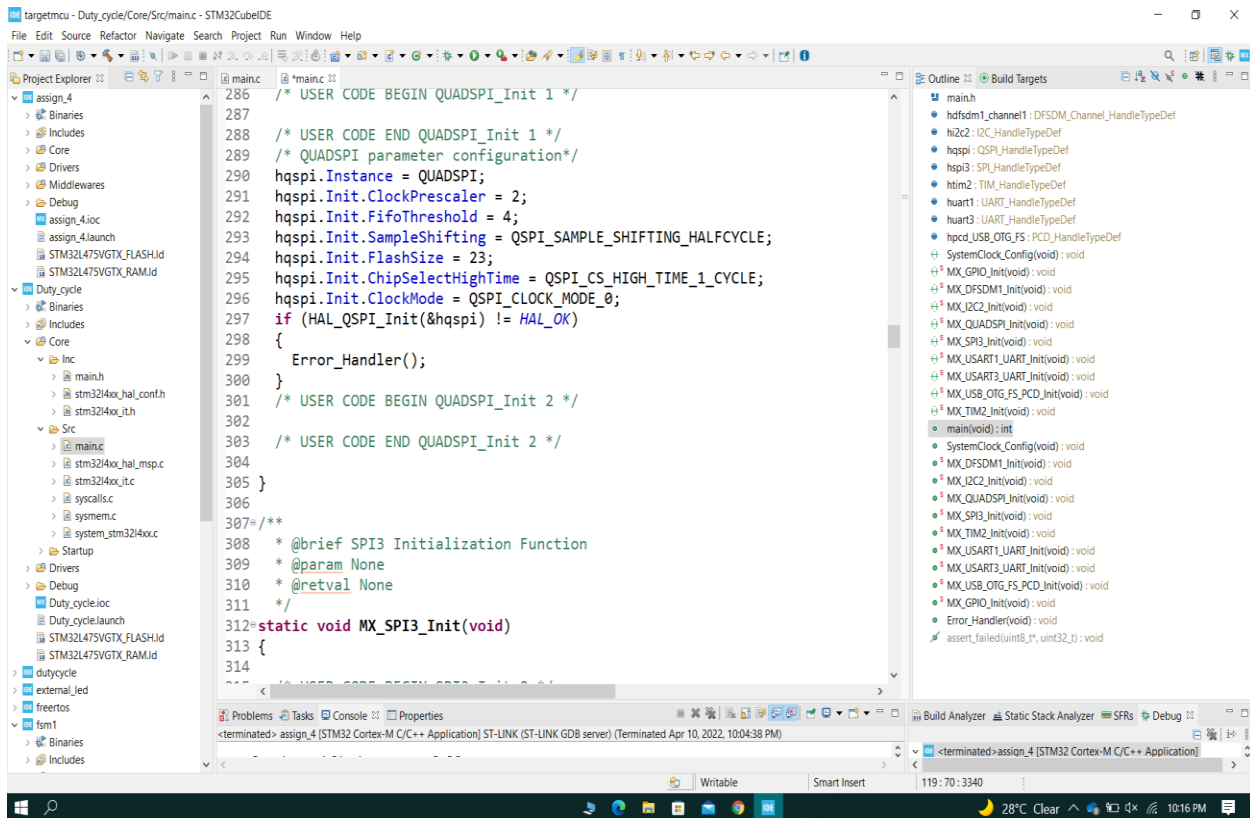
The Outline pane on the right shows the project structure, including the main.c file and various peripheral initialization functions. The Build pane at the bottom shows the build process for the application.



The screenshot shows the STM32CubeIDE interface with the main.c file open. The code includes the following sections:

```
174 RCC_ClkInitStruct.ClockType = RCC_CLOCKTYPE_HCLK|RCC_CLOCKTYPE_SYSCLK
175 |RCC_CLOCKTYPE_PCLK1|RCC_CLOCKTYPE_PCLK2;
176 RCC_ClkInitStruct.SYSCLKSource = RCC_SYSCLKSOURCE_PLLCLK;
177 RCC_ClkInitStruct.AHBCLKDivider = RCC_SYSCLK_DIV1;
178 RCC_ClkInitStruct.APB1CLKDivider = RCC_HCLK_DIV1;
179 RCC_ClkInitStruct.APB2CLKDivider = RCC_HCLK_DIV1;
180
181 if (HAL_RCC_ClockConfig(&RCC_ClkInitStruct, FLASH_LATENCY_1) != HAL_OK)
182 {
183     Error_Handler();
184 }
185 /* Enable MSI Auto calibration */
186 HAL_RCCEx_EnableMSIPLLMode();
187
188
189
190 /**
191  * @brief DFSDM1 Initialization Function
192  * @param None
193  * @retval None
194  */
195 static void MX_DFSDM1_Init(void)
196 {
197
198     /* USER CODE BEGIN DFSDM1_Init 0 */
199
200     /* USER CODE END DFSDM1_Init 0 */
201
202     /* USER CODE BEGIN DFSDM1_Init 1 */
203 }
```

The Outline pane on the right shows the project structure, including the main.c file and various peripheral initialization functions. The Build pane at the bottom shows the build process for the application.



CODE: -

```

TIM_ClockConfigTypeDef sClockSourceConfig = {0};
TIM_MasterConfigTypeDef sMasterConfig = {0};
TIM_OC_InitTypeDef sConfigOC = {0};

```

```

/* USER CODE BEGIN TIM2_Init 1 */

/* USER CODE END TIM2_Init 1 */
htim2.Instance = TIM2;
htim2.Init.Prescaler = 32000;
htim2.Init.CounterMode = TIM_COUNTERMODE_UP;
htim2.Init.Period = 5000;
htim2.Init.ClockDivision = TIM_CLOCKDIVISION_DIV1;
htim2.Init.AutoReloadPreload = TIM_AUTORELOAD_PRELOAD_ENABLE;
if (HAL_TIM_Base_Init(&htim2) != HAL_OK)
{
    Error_Handler();
}
sClockSourceConfig.ClockSource = TIM_CLOCKSOURCE_INTERNAL;
if (HAL_TIM_ConfigClockSource(&htim2, &sClockSourceConfig) != HAL_OK)
{
    Error_Handler();
}
if (HAL_TIM_PWM_Init(&htim2) != HAL_OK)
{
    Error_Handler();
}
sMasterConfig.MasterOutputTrigger = TIM_TRGO_RESET;
sMasterConfig.MasterSlaveMode = TIM_MASTERSLAVEMODE_DISABLE;
if (HAL_TIMEx_MasterConfigSynchronization(&htim2, &sMasterConfig) !=
HAL_OK)
{
    Error_Handler();
}
sConfigOC.OCMode = TIM_OCMODE_PWM1;
sConfigOC.Pulse = 2000;
sConfigOC.OCpolarity = TIM_OCPOLARITY_HIGH;
sConfigOC.OCFastMode = TIM_OCFAST_DISABLE;
if (HAL_TIM_PWM_ConfigChannel(&htim2, &sConfigOC, TIM_CHANNEL_1) !=
HAL_OK)
{
    Error_Handler();
}

```

```

}
/* USER CODE BEGIN TIM2_Init 2 */

/* USER CODE END TIM2_Init 2 */
HAL_TIM_MspPostInit(&htim2);

}

/**
 * @brief USART1 Initialization Function
 * @param None
 * @retval None
 */
static void MX_USART1_UART_Init(void)
{

/* USER CODE BEGIN USART1_Init 0 */

/* USER CODE END USART1_Init 0 */

/* USER CODE BEGIN USART1_Init 1 */

/* USER CODE END USART1_Init 1 */
huart1.Instance = USART1;
huart1.Init.BaudRate = 115200;
huart1.Init.WordLength = UART_WORDLENGTH_8B;
huart1.Init.StopBits = UART_STOPBITS_1;
huart1.Init.Parity = UART_PARITY_NONE;
huart1.Init.Mode = UART_MODE_TX_RX;
huart1.Init.HwFlowCtl = UART_HWCONTROL_NONE;
huart1.Init.OverSampling = UART_OVERSAMPLING_16;
huart1.Init.OneBitSampling = UART_ONE_BIT_SAMPLE_DISABLE;
huart1.AdvancedInit.AdvFeatureInit = UART_ADVFEATURE_NO_INIT;
if (HAL_UART_Init(&huart1) != HAL_OK)
{
    Error_Handler();
}

```

```
/* USER CODE BEGIN USART1_Init 2 */
```

```
/* USER CODE END USART1_Init 2 */
```

```
}
```

