EMBEDDED SYSTEMS – CC01 LAB 2 ESP

ESP-L04

Source code:

```
#include <stdio.h>
      #include "freertos/FreeRTOS.h"
      #include "freertos/task.h"
      #include "freertos/queue.h"
      #include "esp_system.h"
      TaskHandle_t taskHandle[3];
      QueueHandle_t xQueue;
      typedef struct
          int id;
          int data[10];
      } QMsg_t;
      bool DataSent = false;
      bool DataReceived = false;
      void TaskQueueSend1(void *args)
          QueueHandle_t queue = (QueueHandle_t)args;
          QMsg t msg1;
          msg1.id = 1;
          msg1.data[0] = 1;
          msg1.data[1] = 2;
              xQueueSend(queue, (void *)&msg1, 0);
              printf("TaskQueueSend 1\r\n");
              vTaskDelay(1000 / portTICK_PERIOD_MS);
              msg1.data[0] += 10;
              msg1.data[1] += 10;
          DataSent = true;
          vTaskDelete(taskHandle[1]);
      void TaskQueueSend2(void *args)
          QueueHandle_t queue = (QueueHandle_t)args;
          QMsg_t msg2;
          msg2.id = 2;
          msg2.data[0] = 3;
123
          msg2.data[1] = 4;
              xQueueSend(queue, (void *)&msg2, 0);
              nrintf("TaskOueueSend 2\r\n")
```

```
msg2.data[1] = 4;
      while (true)
            xQueueSend(queue, (void *)&msg2, 0);
           printf("TaskQueueSend 2\r\n");
            vTaskDelay(1000 / portTICK_PERIOD_MS);
           msg2.data[0] += 100;
msg2.data[1] += 100;
     DataSent = true;
vTaskDelete(taskHandle[1]);
void TaskQueueRecv(void *args)
     QueueHandle_t queue = (QueueHandle_t)args;
     QMsg_t msg;
UBaseType_t itemNums;
     BaseType_t ret;
           itemNums = uxQueueMessagesWaiting(queue);
printf("Items = %d\r\n", itemNums);
            if (itemNums)
                 ret = xQueueReceive(queue, &msg, 0);
                 if (ret == pdTRUE)
                       printf("TaskRecv, id = %d data[0] = %d data[1] = %d \r\n", msg.id, msg.data[0], msg.data[1]);
                       printf("TaskRecv, not received.\r\n");
            vTaskDelay(1000 / portTICK_PERIOD_MS);
     DataReceived = true;
vTaskDelete(taskHandle[0]);
void app_main()
     xQueue = xQueueCreate(10, sizeof(QMsg_t));
xTaskCreatePinnedToCore(TaskQueueSend1, "TaskQueueSend1", 4096, xQueue, 10, &taskHandle[1], APP_CPU_NUM);
xTaskCreatePinnedToCore(TaskQueueSend2, "TaskQueueSend2", 4096, xQueue, 10, &taskHandle[1], APP_CPU_NUM);
xTaskCreatePinnedToCore(TaskQueueRecv, "TaskQueueRecv", 4096, xQueue, 11, &taskHandle[0], APP_CPU_NUM);
```

```
print( lasknecv, not received.(r\n);

}

y traskDelay(1000 / portTICK_PERIOD_MS);

}

bataReceived = true;

vTaskDelete(taskHandle[0]);

woid app_main()

x void app_main()

x vaskHandle[1], APP_CPU_NUM);

x vaskCreatePinnedToCore(TaskQueueSend2, "TaskQueueSend2", 4096, xQueue, 10, &taskHandle[1], APP_CPU_NUM);

while (true)

x vaskCreatePinnedToCore(TaskQueueRecv, "TaskQueueRecv", 4096, xQueue, 11, &taskHandle[0], APP_CPU_NUM);

while (true)

y viaskCreatePinnedToCore(TaskQueueRecv, "TaskQueueRecv", 4096, xQueue, 11, &taskHandle[0], APP_CPU_NUM);

while (true)

if (DataSent && DataReceived)

printf("Restarting now.\n");

v vaskDelay(1000 / portTICK_PERIOO_MS);

fflush(stdout);

esp_restart();

y vaskDelay(1000 / portTICK_PERIOO_MS);

fflush(stdout);

esp_restart();
```

Results:

```
ESP-IDF 4.4 CMD - "C:\Espressif\idf_cmd_init.bat" esp-idf-e91d384503485fbb54f6ce3d11e841fe
                                                                                                                                                  (256) heap_init: At 3FFAE6E0 len 00001920 (6 KiB): DRAM (262) heap_init: At 3FFB2C48 len 0002D3B8 (180 KiB): DRAM (268) heap_init: At 3FFE0440 len 00003AE0 (14 KiB): D/IRAM
  (281) heap_init: At 4008B47C len 00014B84 (82 KiB): IRAM (288) spi_flash: detected chip: generic (292) spi_flash: flash io: dio
  (296) spi_flash: Detected size(4096k) larger than the size in the binary image header(2048k). Using the size in the bi
TaskQueueSend 1
Items = 1
TaskRecv, id = 1 data[0] = 1 data[1] = 2
TaskQueueSend 2
Items = 1
TaskRecv, id = 2 data[0] = 3 data[1] = 4
TaskQueueSend 2
TaskQueueSend 1
Items = 2
TaskRecv, id = 2 data[0] = 103 data[1] = 104
TaskQueueSend 2
TaskQueueSend 1
Items = 3
TaskRecv, id = 1 data[0] = 11 data[1] = 12
TaskQueueSend 2
TaskQueueSend 1
Items = 4
TaskRecv, id = 2 data[0] = 203 data[1] = 204
TaskQueueSend 2
```

ESP-L03

Source code:

```
#include <stdbool.h>
     #include <unistd.h>
     #include "sdkconfig.h"
#include "freertos/FreeRTOS.h"
     #include "freertos/task.h"
     #include "freertos/FreeRTOSConfig.h"
     #include "esp_system.h"
#include "esp_spi_flash.h"
     #include "rtc_wdt.h"
     static const char *pcTextForTask1 = "Task 1 is running\r\n";
     static const char *pcTextForTask2 = "Task 2 is running\r\n";
     void vTask1Function(void *pvParameters)
         char *pcTaskName;
         const TickType_t xDelay250ms = pdMS_TO_TICKS(250);
         pcTaskName = (char * ) pvParameters;
             printf ( pcTaskName );
             vTaskDelay(xDelay250ms);
     void vTask2Function(void *pvParameters)
         char *pcTaskName;
         const TickType_t xDelay250ms = pdMS_TO_TICKS(1250);
         pcTaskName = (char * ) pvParameters;
         for(;;)
             printf ( pcTaskName );
             vTaskDelay(xDelay250ms);
36
     void app_main(void)
         xTaskCreate(vTask1Function, "Task 1", 4096, (void*)pcTextForTask1, 1, NULL);
         xTaskCreate(vTask2Function, "Task 2", 4096, (void*)pcTextForTask2, 2, NULL);
```

#include <stdio.h>