

CS1372 Summer 2009 Homework 1

This Assignment is due via T-Square Tuesday, May 19 at 11:55pm

Purpose

This assignment is primarily to make sure that you have your coding environment setup and operation and that you are understanding the basic concepts.

Instructions

Write a C program that will light up the following pattern of pixels on the GBA screen:

Pixel Location		Color
Row	Col	Color
25	20	Red
47	60	Yellow
69	100	Green
80	120	White
81	140	Cyan
113	180	Blue
135	220	Magenta

The general format of your code should be as follows:

```
//////////////////////////////////////
// Name:                                                                    //
// Prism Account:                                                            //
// Collaboration:                                                            //
//   "I worked on the homework assignment alone, using only                //
//     course materials."                                                    //
//           or                                                              //
//   "I received outside aid on this assigned from the following           //
//     person(s):                                                            //
//////////////////////////////////////

int main()
{
    /* Declare and initialize whatever variables you need here */

    /* Setup for Mode 3 using Background 2 */

    /* Light up the pixels */

    while(1)
    {

    }
}
```

You may, of course, modularize your solution by creating whatever functions you would like. When your code works properly turn in your C file to T-Square.