Lab 6 grading sheet Students name Use same spelling as list	1) ted on Bla	Last_ ackboard	·	First	EID		
Students name	2)	Last_	·	First	EID		
Circle instructor:	Valvano Telang Yerraballi Gerstlauer		TTh5 MWF2 TTh3:30 or MW3 TTh2	1			
1. Deliverables 20%	:						
0) This sheet							
Combine the following	compo	nents in	this order into or	ne doc docx	or pdf file and upload it to		
Blackboard before your	checko	ut time.	Have this file open	on the compi	ter during demonstration.		
1) Two scree	enshots a	showing	g the system running	g in simulatio	n mode		
(e.g., Welcome and 342)							
2) Circuit dia	agram, u	ising PC	CB Artist,				
3) Assembly	source	code of	your final program		X		
(devi	ce drive	r plus n	nain program that te	sts the system	1)		
2 Performance 40%	•						
Does it handle co	rrectlv a	ll situat	ions as specified?				
How pretty is the	softwar	e?	ions as specifica.				
I II II				1)	2)		
				-			

3. Demonstration 40% (TAs will ask similar, but not exactly identical questions):

You will also be required to demonstrate the proper operation on the actual 9S12. During demonstration to the TA, you will run your system on the simulator and show the binding, allocation/initialization, access and deallocation of the local variables. Each time a function is called, an **activation record** is created on the stack, which includes parameters passed on the stack (none in this lab), the return address, and the local variables. You will be asked to create a stack window and identify the activation records created during the execution of **LCD\_OutDec**. TAs may ask you questions on LCD interfacing, and programming. What is the difference between post and pre-increment modes of addressing? What do the E, RS and RW signal lines on the LCD signify? What does blind cycle synchronization mean in the context of communication with the LCD? Explain the voltage divider principle as it applies to the potentiometer used to adjust LCD contrast. The TA will ask to see your implementation local variables and ask you to explain the four step process (binding, allocation/initialization, access and deallocation). You should be able to draw stack pictures.

	1)	2)
Total:		