1.Debugging Start

```
Enter location here
 ■ Disassembly ⊠
             main():
                                  push
                                             {r4, r5, lr}

♦ 0000b450:

            B530
                macUser0Cfg[0].pAssertFP = macHalAssertHandler;
  467
                                             r4, [pc, #0x9c]
r0, [pc, #0x8c]
sp, sp, #0x3c
r4, #0x40
   0000b452:
   0000b454:
               4823
                                  ldr
               F1AD0D3C
   9999h456:
                                  sub.w
   0000b45a:
               3C40
                                  subs
              6660
  0000b45c:
                                             r0, [r4, #0x64]
                                  str
               Board_init();
F007FDB3
  475
                                             #0x12fc8
  0000b45e:
                                  bl
513
                UART_init();
```

2.Break Point

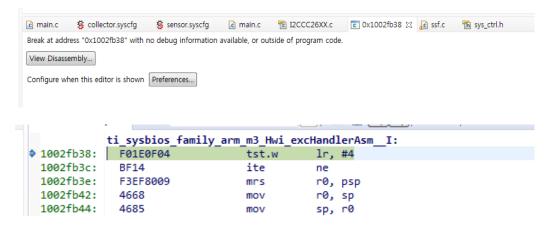
```
524
         UART_init();
 525 /*=======*/
527 Initialization -Added by 
12CCC26XX_init(hI2CHande);
528 //I2C init()
 526 /* I2C Initialization -Added by sklee */
        //I2C_init();
// I2C_Params_init(&pI2CParam);
 529
 530
 531
       // pI2CParam.bitRate = I2C_100kHz;
       0000b480:
                   6008
                                        str
                                                  r0, [r1]
                     UART_init();
       524
       0000b482:
                    F005FB15
                                        bl
                                                   #0x10ab0
     $527 I2CCC26
$ 0000b486: 68A0
                     I2CCC26XX_init(hI2CHande);
                                ldr
                                                   r0, [r4, #8]
       0000b488:
                   F008FC68
                                                   #0x13d5c
                                        bl
                     hI2CHande = I2CCC26XX_open(Board_I2C0, &pI2CParam); // I2C Open
       534
                                                   r5, r4, #0xc
       0000b48c:
                    F104050C
                                       add.w
                                                   r0, #0
       0000b490:
                   2000
                                       movs
       0000b492:
                   4629
                                       mov
                                                   r1, r5
                    E7EEE076
       00000404
```

3.Step Into(F5) run

```
574 void I2CCC26XX init(I2C Handle handle)
575 {
       I2CCC26XX_Object
576
                                    *object;
577
        /* Get the pointer to the object */
578
579
       object = handle->object;
580
        /st Initially the drivers is not open st/
581
582
       object->isOpen = false;
583
584 }
585
```

```
object->isOpen = false;
   582
            I2CCC26XX_init():
⇒ 00013d5c: 6840
                                            r0, [r0, #4]
  00013d5e:
              2100
                                 movs
                                            r1, #0
                                             r1, [r0, #0xdc]
  00013d60:
              F88010DC
                                 strb.w
00013d64:
              4770
                                 bx
                                             1r
```

4. Continuous Step Into run



→ Run until to Address 1002de1a(step into)

->Step Into run

```
426 */
 427 xdc_Void Main_excHandler(UInt *excStack, UInt lr)
 428 {
 429
         /* User defined function */
430
        Main_assertHandler(MAIN_ASSERT_HWI_TIRTOS);
431 }
 432
 433 /*!
 430
                Main_assertHandler(MAIN_ASSERT_HWI_TIRTOS);
            Main_excHandler():

♦ 00013e56:

            2004
                                              r0, #4
                                   movs
 00013e58:
              F7FDB842
                                   b.w
                                              Main_assertHandler
            MODOM CDUID-1-../\.
```

->Step Into run

```
Main assertHandler():
                                            {r0, r1, r2, r3, r4, lr}

⇒ 00010ee0: B51F

                                 push
 1545
             F88D0000
 00010ee2:
                                 strb.w
                                            r0, [sp]
 1546
              if((pNV != NULL) && (pNV->writeItem != NULL))
 00010ee6:
             480B
                                 ldr
                                            r0, [pc, #0x2c]
 00010--0.
                                 14.
```

->Step Into run

```
1542 Public function defined in ssf.h
 1543 */
 1544 void Ssf_assertInd(uint8_t reason)
1545
          if((pNV != NULL) && (pNV->writeItem != NULL))
 1546
  1547
          {
  1548
               /* Attempt to save reason to read after reset */
 1549
              (void)pNV->writeItem(nvResetId, 1, &reason);
 1550
          }
 1551 }
1552
                              push {r0, r1, r2, r3, r4, lr}
    00010ee0:
                B51F
    1545
                F88D0000

♦ 00010ee2:

                                  strb.w r0, [sp]
    1546
                  if((pNV != NULL) && (pNV->writeItem != NULL))
                                            r0, [pc, #0x2c]
    00010ee6:
                480B
                                  1dr
  00010ee8:
                6800
                                  1dr
```

->Step Into run

```
1544 void Ssf_assertInd(uint8_t reason)
 1545 {
         if((pNV != NULL) && (pNV->writeItem != NULL))
1546
 1547
         {
 1548
              /* Attempt to save reason to read after reset */
 1549
             (void)pNV->writeItem(nvResetId, 1, &reason);
 1550
1551 }
 1552
00010ee2: F88D0000
                                   strb.w r0, [sp]
  1546
                 if((pNV != NULL) && (pNV->writeItem != NULL))

♦ 00010ee6:
                480B
                                  ldr
                                           r0, [pc, #0x2c]
  00010ee8:
               6800
                                              r0, [r0]
                                   1dr
00010eea:
               B168
                                   cbz
                                              r0, #0x10f08
```

->Step Into run

->Step Into run



```
NOROM_CPUcpsid():

→ 00013c04: F3EF8010

                                             r0, primask
                                  mrs
 00013c08:
              B672
                                  cpsid
                                             i
  00013c0a:
              4770
                                             1r
                                  bx
                                             r0, #0
00013c0c:
              2000
                                  movs
```

->Step Into run

```
460 //**************
461 __STATIC_INLINE void
462 SysCtrlSystemReset( void )
463 {
464
       // Disable CPU interrupts
465
       CPUcpsid();
// Write reset register

467 | HWREGBITW( AON_PMCTL_BASE + AON_PMCTL_O_RESETCTL, AON_PMCTL_RESETCTL_SYSRESET_BITN ) = 1;
       // Finally, wait until the above write propagates while ( 1 ) {
468
469
         // Do nothing, just wait for the reset (and never return from here)
470
471
       }
472 }
473
```

```
CPUcpsid();
 465
          $C$L763:
                       bl
 00010f08: F002FE7C
                                      #0x13c04
 467
             HWREGBITW( AON_PMCTL_BASE + AON_PMCTL_O_RESETCTL, AON_PMCTL_RESETCT
                                      r1, [pc, #0xc]

♦ 00010f0c: 4903

                            ldr
 00010f0e:
            2001
                              movs
                                        r0, #1
           6008
                                        r0, [r1]
 00010f10:
                              str
            while ( 1 ) {
 469
          ¢C$1764.
```

->Step Into run

```
### 460 | ### 1 | ### 1 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ### 2 | ###
```