

Re: Purchase microcontroller dev. kit

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- *From:* nico@xxxxxxxxxxx (Nico Coesel)
 - *Date:* Wed, 27 Sep 2006 17:50:43 GMT
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David Brown <david.brown@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Nico Coesel wrote:

"David L. Jones" <altzone@xxxxxxxx> wrote:

try to compile the following on an AVR:

```
const char a[]={ "hello world" }  
char b[30];  
char *p;
```

```
p=a;  
strcpy(b,p);  
strcat(b, "?");  
printf("%s %s", a, b);
```

It won't work because the different memory areas will screw-up the pointers. Some very smart and expensive compilers may be able to solve these problems at the expense of speed.

That works perfectly well using avrgcc. Even on compilers which don't support it directly, the way to deal with code like that is clearly explained in user manuals and FAQs. You weren't suggesting that a beginner should just wade in without looking at the manuals?

Of course, no one doing embedded development on a small microcontroller would write code like that anyway – using printf is a sure sign you don't know what you are doing.

Is it? All of my projects use printf (which usually comes in several grades to tailor memory requirements) to print status information, debug information and responses to commands send to a tiny command line interpreter (a little more than a string compare on a list with strings). And this is not even my idea.

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Being able to have a sensible dialog with your hardware makes testing and debugging much easier. Having a command line interface is also very handy for field service. For instance: implement a command to have it print the version & build date, and presto, you know exactly which software is in the device.

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Reply to nico@nctdevpunt.nl (punt=.)
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