

helloworld.c

```
/*
 * Copyright (C) 2009 - 2014 Xilinx, Inc. All rights reserved.
 *
 * Permission is hereby granted, free of charge, to any person obtaining a copy
 * of this software and associated documentation files (the "Software"), to deal
 * in the Software without restriction, including without limitation the rights
 * to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
 * copies of the Software, and to permit persons to whom the Software is
 * furnished to do so, subject to the following conditions:
 *
 * The above copyright notice and this permission notice shall be included in
 * all copies or substantial portions of the Software.
 *
 * Use of the Software is limited solely to applications:
 * (a) running on a Xilinx device, or
 * (b) that interact with a Xilinx device through a bus or interconnect.
 *
 * THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
 * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
 * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL
 * XILINX BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY,
 * WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF
 * OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
 * SOFTWARE.
 *
 * Except as contained in this notice, the name of the Xilinx shall not be used
 * in advertising or otherwise to promote the sale, use or other dealings in
 * this Software without prior written authorization from Xilinx.
 */
*****/

/*
 * helloworld.c: simple test application
 *
 * This application configures UART 16550 to baud rate 9600.
 * PS7 UART (Zynq) is not initialized by this application, since
 * bootrom/bsp configures it to baud rate 115200
 *
 * -----
 * | UART TYPE   BAUD RATE |
 * -----
 * | uartns550   9600      |
 * | uartlite    Configurable only in HW design
 * | ps7_uart    115200 (configured by bootrom/bsp)
 */

//-----
#include <stdio.h>
#include "platform.h"
#include "xsysmon.h"

#define SYSMON_DEVICE_ID XPAR_SYSMON_0_DEVICE_ID //ID of xadc_wiz_0
#define XSysMon_RawToExtVoltage(AdcData) \
(((float)(AdcData))*(1.0f))/65536.0f // (ADC 16bit result)/16/4096 = (ADC 16bit result)/65536
// voltage value = (ADC 16bit result)/65536 * 1Volt
```

helloworld.c

```
static XSysMon SysMonInst; //a sysmon instance
static int SysMonFractionToInt(float FloatNum);

int main()
{
    u32 TempRawData,VccIntRawData,ExtVolRawData;
    float TempData,VccIntData,ExtVolData;
    int xStatus;
    XSysMon_Config *SysMonConfigPtr;
    XSysMon *SysMonInstPtr = &SysMonInst;
    init_platform();
    printf("Hello World\n\r");
    printf("Test1\n\r");
    //----- SysMon Initialize
    SysMonConfigPtr = XSysMon_LookupConfig(SYSMON_DEVICE_ID);
    if(SysMonConfigPtr == NULL) printf("LookupConfig FAILURE\n\r");
    printf("Test2\n\r");
    xStatus = XSysMon_CfgInitialize(SysMonInstPtr, SysMonConfigPtr,SysMonConfigPtr->BaseAddress);
    if(XST_SUCCESS != xStatus) printf("CfgInitialize FAILED\n\r");
    printf("Test3\n\r");
    //-----

    XSysMon_GetStatus(SysMonInstPtr); // Clear the old status
    while(1)
    { //wait until EOS activated
        while ((XSysMon_GetStatus(SysMonInstPtr) & XSM_SR_EOS_MASK) != XSM_SR_EOS_MASK);

        TempRawData = XSysMon_GetAdcData(SysMonInstPtr, XSM_CH_TEMP); //Read the on-chip
        Temperature Data
        TempData = XSysMon_RawToTemperature(TempRawData);
        printf("\r\nThe Current Temperature is %d.%03d Centigrades.\n\r",
            (int)(TempData), SysMonFractionToInt(TempData));

        VccIntRawData = XSysMon_GetAdcData(SysMonInstPtr, XSM_CH_VCCINT); //Read the on-chip
        Vccint Data
        VccIntData = XSysMon_RawToVoltage(VccIntRawData);
        printf("The Current VCCINT is %d.%03d Volts. \n\r",
            (int)(VccIntData), SysMonFractionToInt(VccIntData));

        ExtVolRawData = XSysMon_GetAdcData(SysMonInstPtr,XSM_CH_AUX_MIN+14); //Read the external
        Vaux8 Data
        ExtVolData = XSysMon_RawToExtVoltage(ExtVolRawData);
        printf("The Current Vaux14 is %d.%03d Volts. \n\r",
            (int)(ExtVolData), SysMonFractionToInt(ExtVolData));

    }
    return 0;
}
//-----
int SysMonFractionToInt(float FloatNum)
{
    float Temp;
```

helloworld.c

```
Temp = FloatNum;
if (FloatNum < 0) {
Temp = -(FloatNum);

}
return( ((int)((Temp -(float)((int)Temp)) * (1000.0f))));
}

//-----
```