

Creating Delays

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These slides introduce the concept of delays

Creating Delays

- Delays in code
 - Allow something to complete
 - Provide time for users to see / interpret output
 - Can be used to create precisely timed outputs
- Delay creation is system dependent
 - Embedded -- `delay_cycles(10000)`
 - Windows -- `Sleep(1000)`
 - Linux -- `wait_us(1000)`

Creating Delays

- For ELE1610 we are using Windows
 - Must include `<windows.h>`
 - Delay function is called `Sleep(delay)`
 - `delay` is an integer
 - `delay` represents milliseconds (ms)

```
// the system requires 3s to stabilize  
Sleep(3000);
```