# arm

# Hello World in C for Bare-Metal Targets

Version 1.0

Non-Confidential

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# Hello World in C for Bare-Metal Targets

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## **Release information**

#### Document history

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# Contents

1. Introduction	6
2. Creating a New C Project	7
3. Specifying a RAM Base Address	9
4. Creating the Source Code and Building the Project	

# 1. Introduction

This tutorial takes you through creating, configuring, and building a simple bare-metal program using Arm DS-5. To run your application once it is built, the tutorial then takes you through the steps of configuring a debug connection to a system model implemented in software.

After installing and acquiring a license to work with DS-5, this tutorial takes you through creating, configuring, and building a simple bare-metal program.

To run your application once it is built, the tutorial then takes you through the steps of configuring a debug connection to a system model implemented in software. These models are called Fixed Virtual Platforms (FVP) and some are provided with DS-5. This tutorial uses the VE\_cortex\_A9x1FVP model which is based on the Cortex-A9 processor.

# 2. Creating a New C Project

The following steps help you create a new C Project.

- 1. From the DS-5 main menu, select File > New > C Project to display the C Project dialog.
- 2. In the C Project dialog:
  - a. In Project name field, enter HelloWorld as the name of your project.
  - b. Under Project type, select Executable > Empty Project. When selecting the Executable option, the toolchain assumes that the application is executed directly on the hardware instead of on top of a complex operating system such as Linux.
  - c. Under Toolchains, select Arm Compiler 5.

C Project	
C Project Create C project of selected type	
Project name: Hello World  Use default location  C:\DS-5 Workspace\Hello World	Browse
Choose file system: default 💌	
Project type: Executable Empty Project Hello World ANSI C Project Hello World ANSI C Project Shared Library Static Library Makefile project	Toolchains: ARM Compiler 5 (DS-5 built-in) ARM Compiler 6 (DS-5 built-in) GCC 4.x [arm-linux-gnueabihf] (DS-5 built-in) GCC for ARM Bare-metal MinGW GCC
Show project types and toolchains only if they are s	upported on the platform
(?) < <u>B</u> ack	<u>N</u> ext > <u>Finish</u> Cancel

#### Figure 2-1: C project dialog options set v5211

Learn more about the Arm Compiler toolchain.

d. Click Finish to create a C project called Hello World. You can view the project in the Project Explorer view.

### Figure 2-2: HelloWorld File In Project Explorer



# 3. Specifying a RAM Base Address

To load and execute the application on the target, before compiling the application, we need to tell the linker the target RAM base address. This ensures that the application is built correctly for the particular target.

The VE global model memory map contains the memory address details required for the VE FVP model used in this tutorial.

We can see that the memory address range for VE FVP models (4GB DRAM (in 32-bit address space)) is between 80000000 and FFFFFFF. This gives us the RAM base address as 0x80000000.

- 1. In Project Explorer, right-click the project and select Properties.
- 2. In the Properties dialog:
  - a. Browse to C/C++ Build > Settings.
  - b. Under the Tool Settings tab, browse to Arm Linker 5 > Image Layout.
  - c. In the RO base address (-ro\_base) field, enter 0x80000000.

#### Figure 3-1: RO base address 0x8000000

Properties for Hello World		
type filter text	Settings	← ▼ ⇒ ▼
<ul> <li>Resource Buildes</li> <li>C/C++Build Build Variables Build Variables Tool Chain Editor</li> <li>C/C++ General Project References Refactoring History Run/Debug Settings</li> </ul>	Configuration:       Debug [ Active ]         Image control of the second se	Manage Configurations   Manage Configurations   Restore Defaults  Apply
$\odot$		OK Cancel

d. Click OK to close the dialog and apply the changes.

# 4. Creating the Source Code and Building the Project

The following steps helps you create the source code and build the project:

1. In the Project Explorer view, right-click the Hello World project and select New > Source File.

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		Go Into		Configuration Database
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		P+-	C	Folder
		Paste	123	Model Configuration
	×	Delete		Distance Confirmation
		Move	1	Platform Configuration
		Rename	ଙ	Class
	249	Import	h	Header File
in po		Event	C	Source File
		Export	63	Source Folder
		Build Project		
		Clean Project	C	C Project
	_		6	C++ Project
	81	Refresh F5	-	Other Child
		Close Project		Other Ctrl+N

#### Figure 4-1: New Source File

2. In the New Source File dialog, enter the file name hello world.c.

#### Figure 4-2: HelloWorld Enter FileName

🔵 New Source	File	- • <b>x</b>
Source File Create a new s	source file.	
Source fol <u>d</u> er:	HelloWorld	<u>B</u> rowse
Source fil <u>e</u> :	hello_world.c	
<u>T</u> emplate:	Default C source template 🔹	Configure
?	<u> </u>	Cancel

3. Click Finish to create the source file and open it in the code editing view.

### Figure 4-3: Code Editing View



The source file is also visible in the Project Explorer view, under the Hello World project.

#### Figure 4-4: Hello World File In Project Explorer



4. Add the following code to the new source file, and press CTRL+S to save it.

```
#include <stdio.>
int main() {
    printf("Hello World\n");
}
```

1. In the Project Explorer view, right-click on the Hello World project and select Build Project.

You can view the output image hello\_world.axf in the Debug folder under the HelloWorldproject.

The .axf file contains both the object code and debug symbols that enable the debugger to perform source-level debugging.