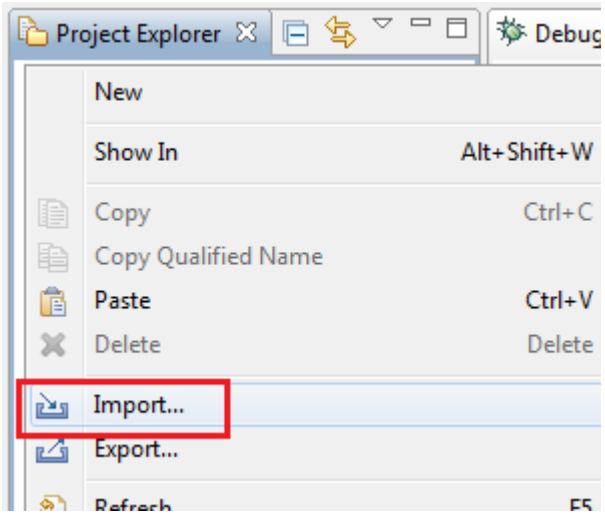
ANDES TECHNOLOGY

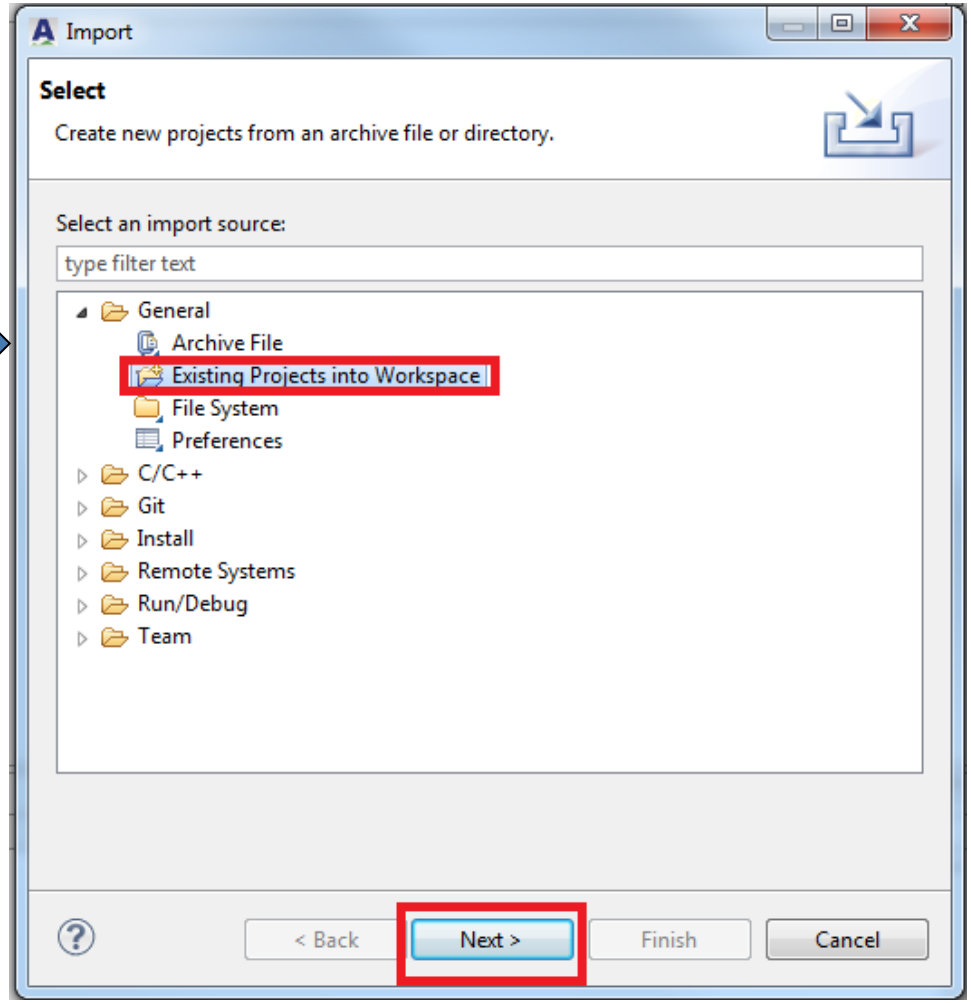
Code Coverage - Simulator

Driving Innovations™

Import

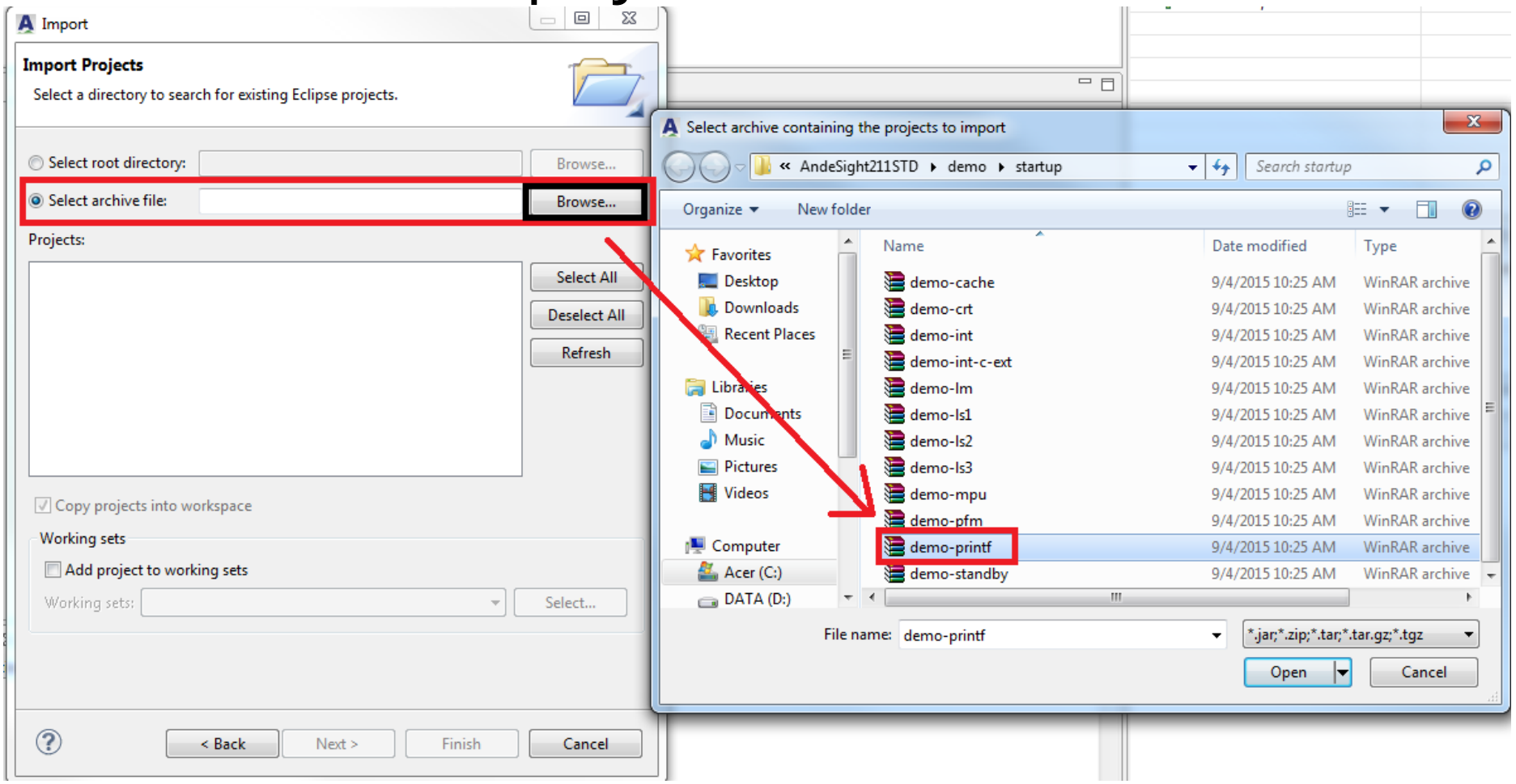
- Right click on Project Explorer view.





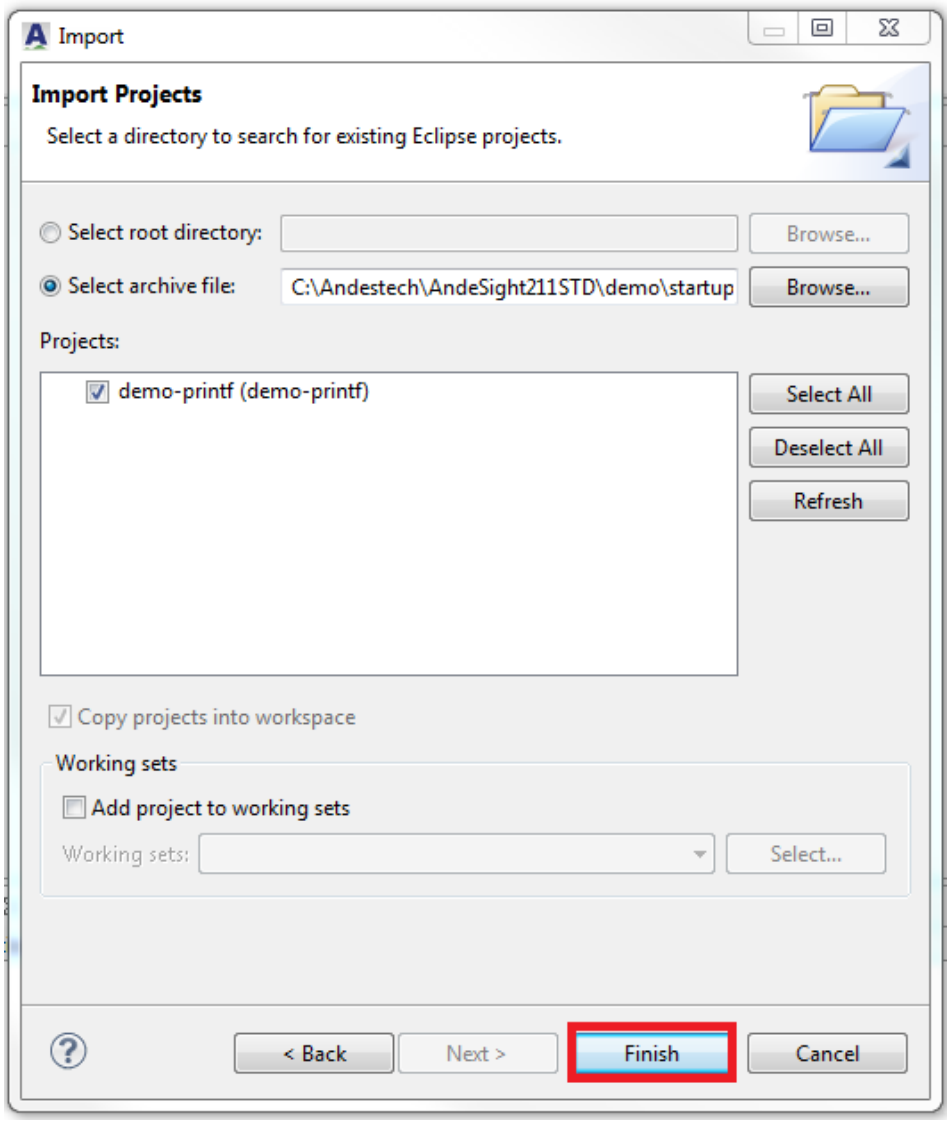
Import Project

- Select the demo project.



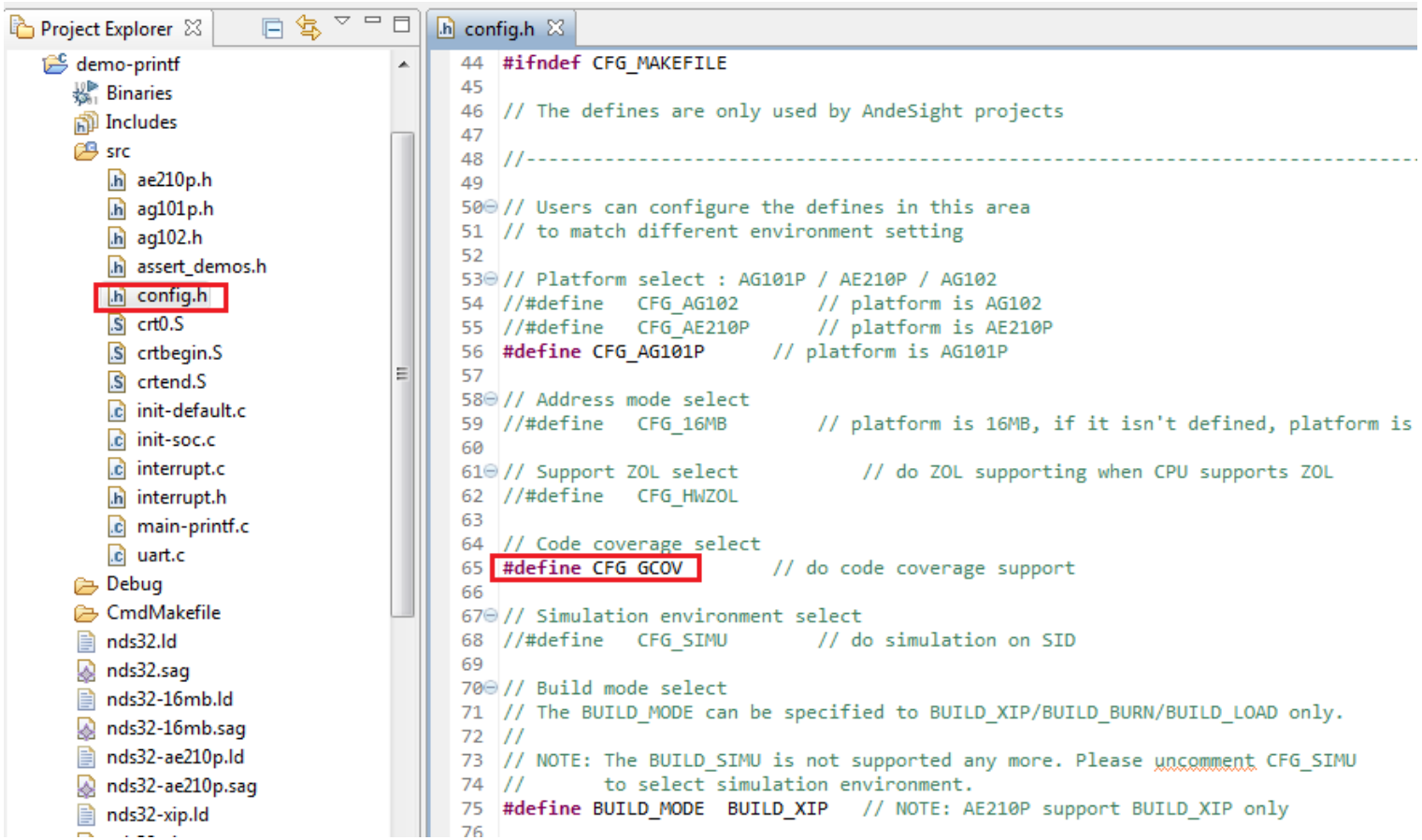
Import Project

- Click "Finish".



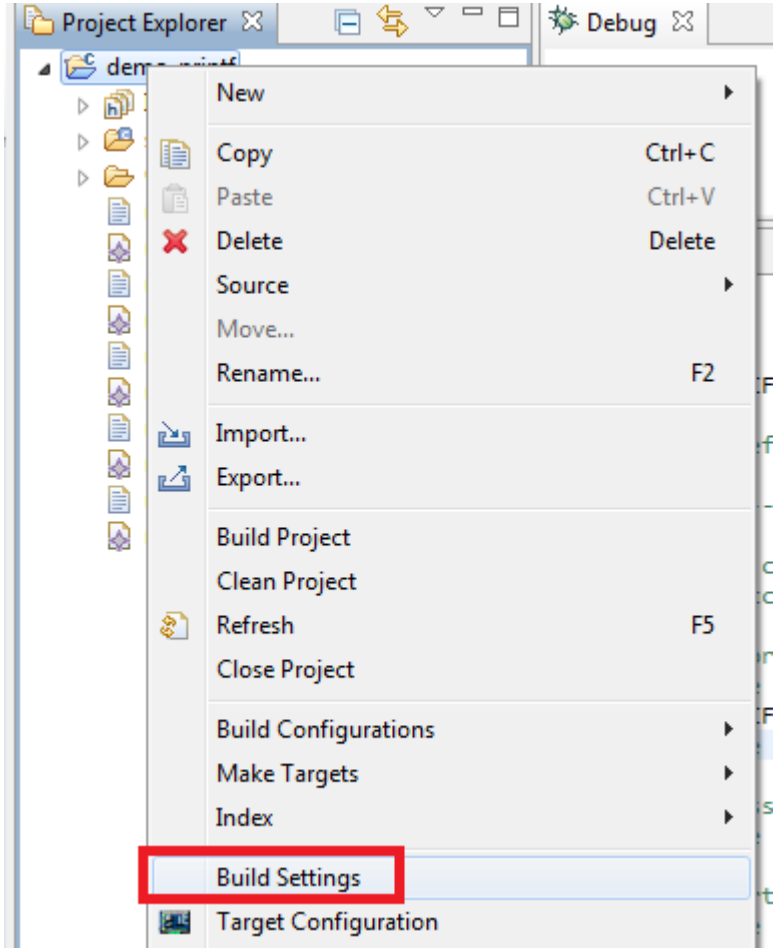
config.h

- Please modify the config.h.
  - Please uncomment the "#define CFG_GCOV".



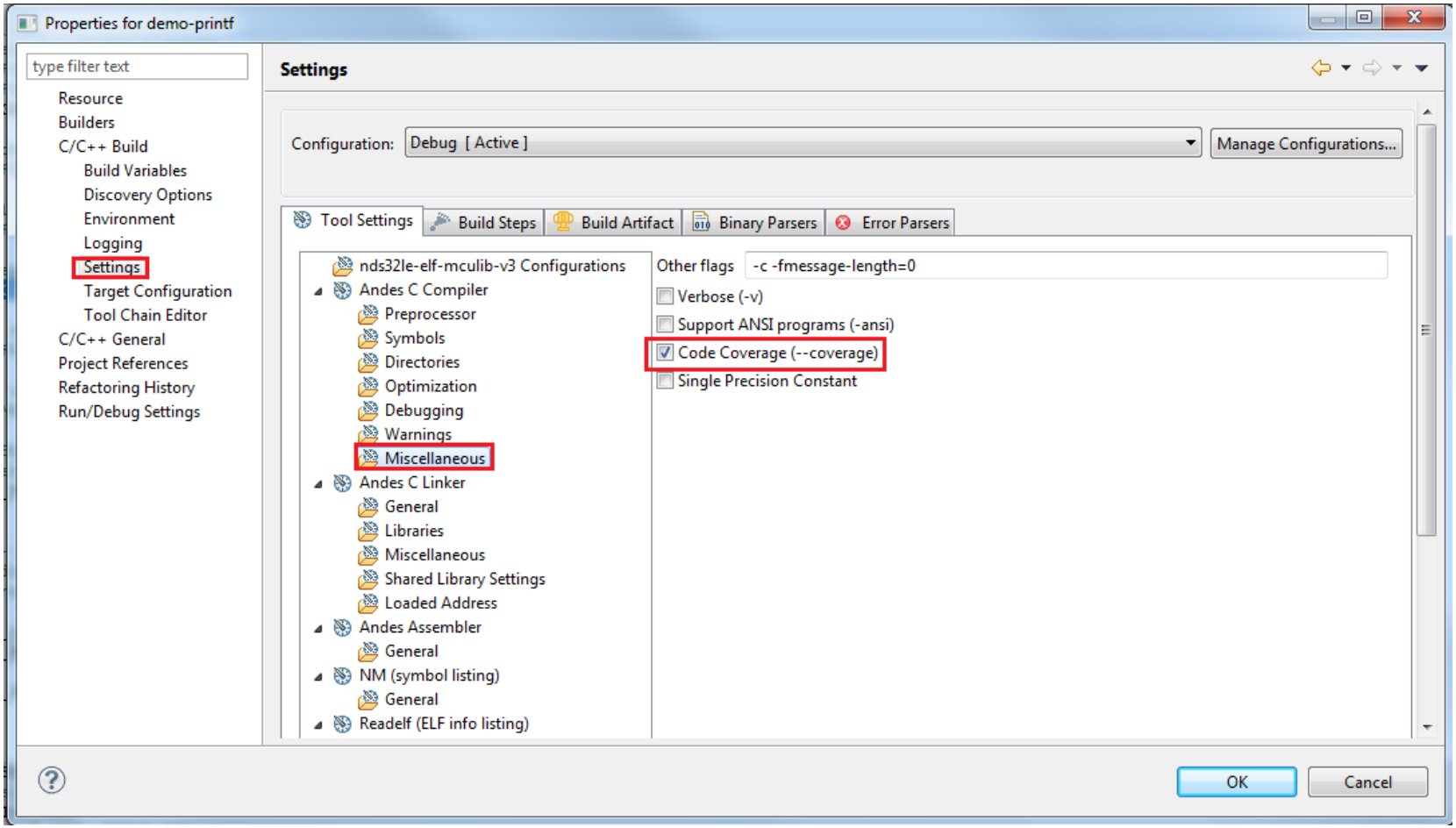
Build Settings

- Right click on your project in Project Explorer view.



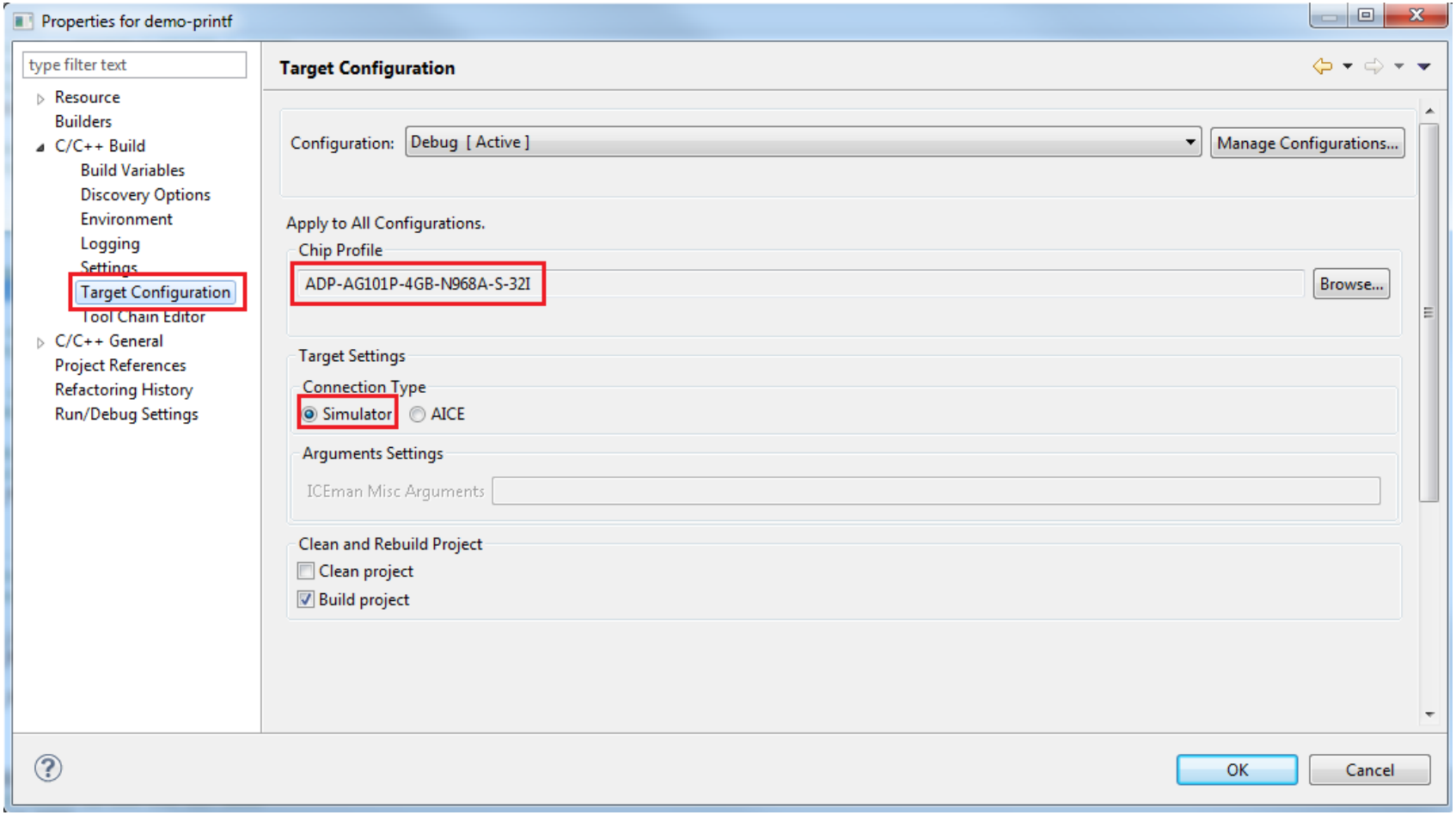
Code Coverage

- Check the "Code Coverage" option.



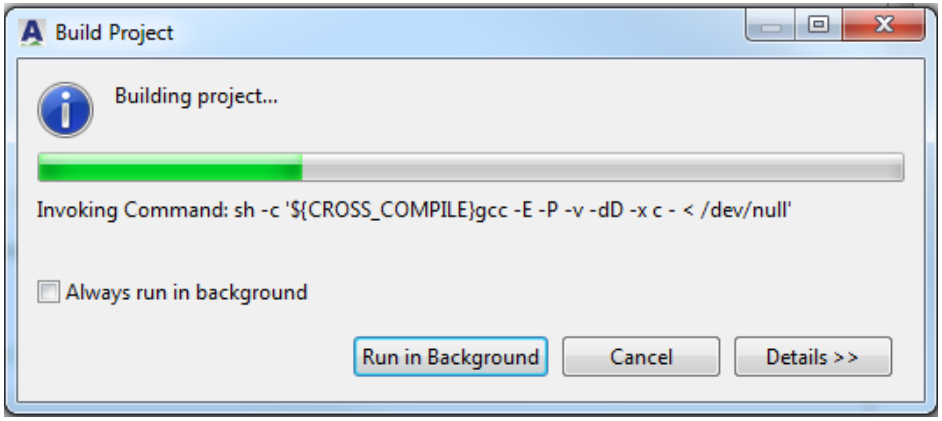
Target Configuration

- Choose the corresponding Chip Profile.



Build Project

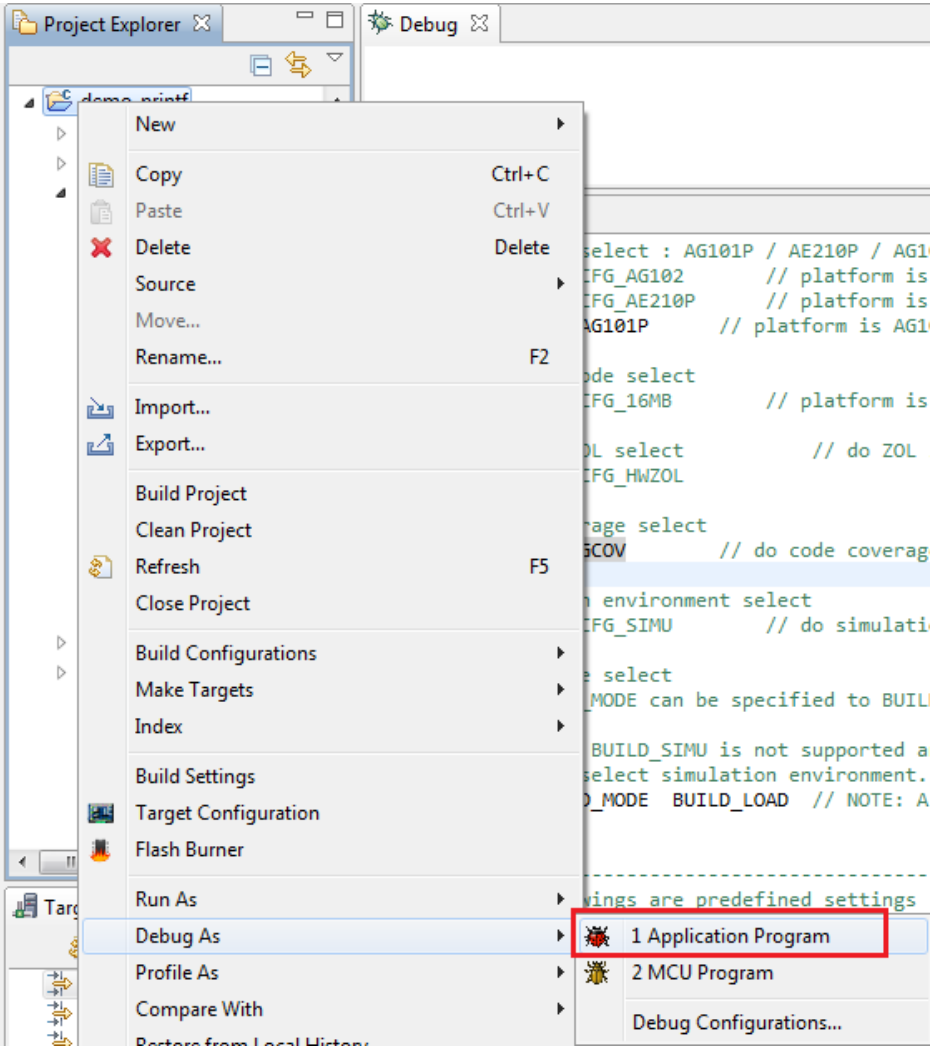
- AndeSight™ will build the project automatically after you have done the target configuration.



- Or, you can build the project by:
  - Click  on AndeSight™ toolbar to commence the build process.
  - Right-click the project folder to trigger the pull-down menu and select "Build Project".

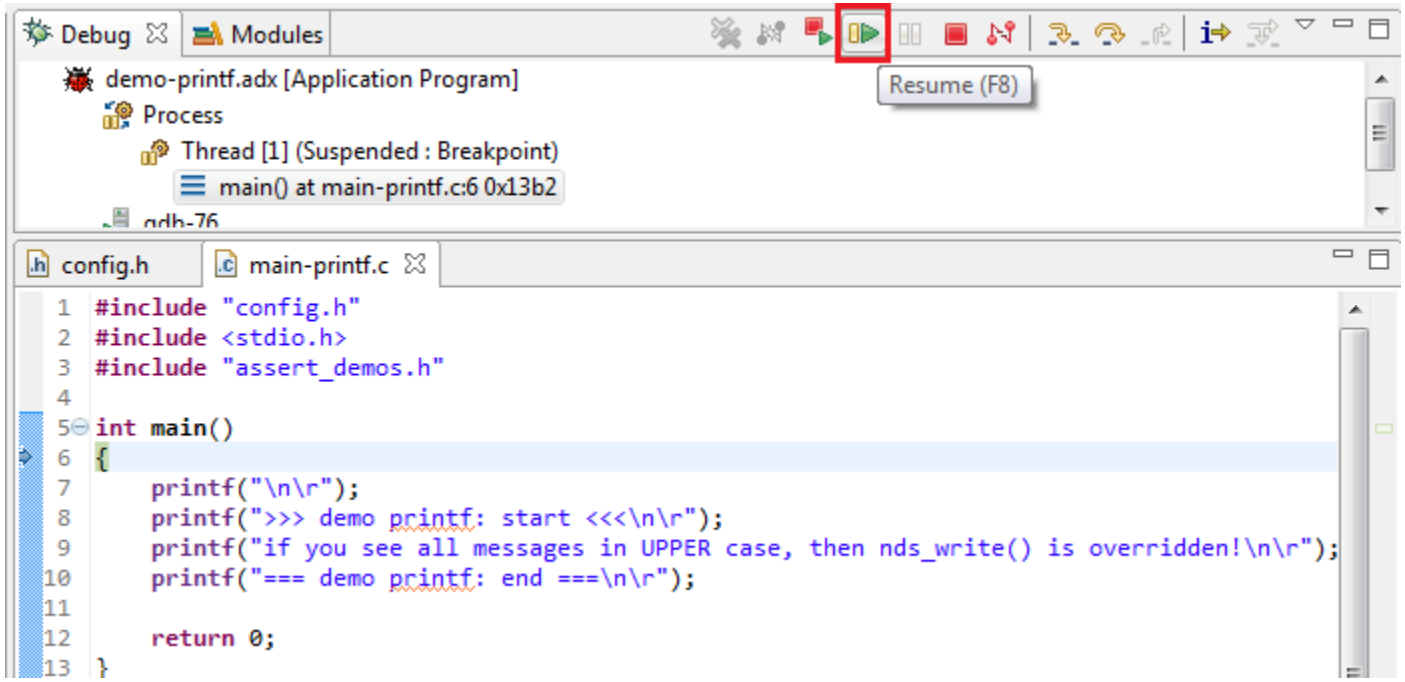
Debug

- Right click on your project in Project Explorer view.



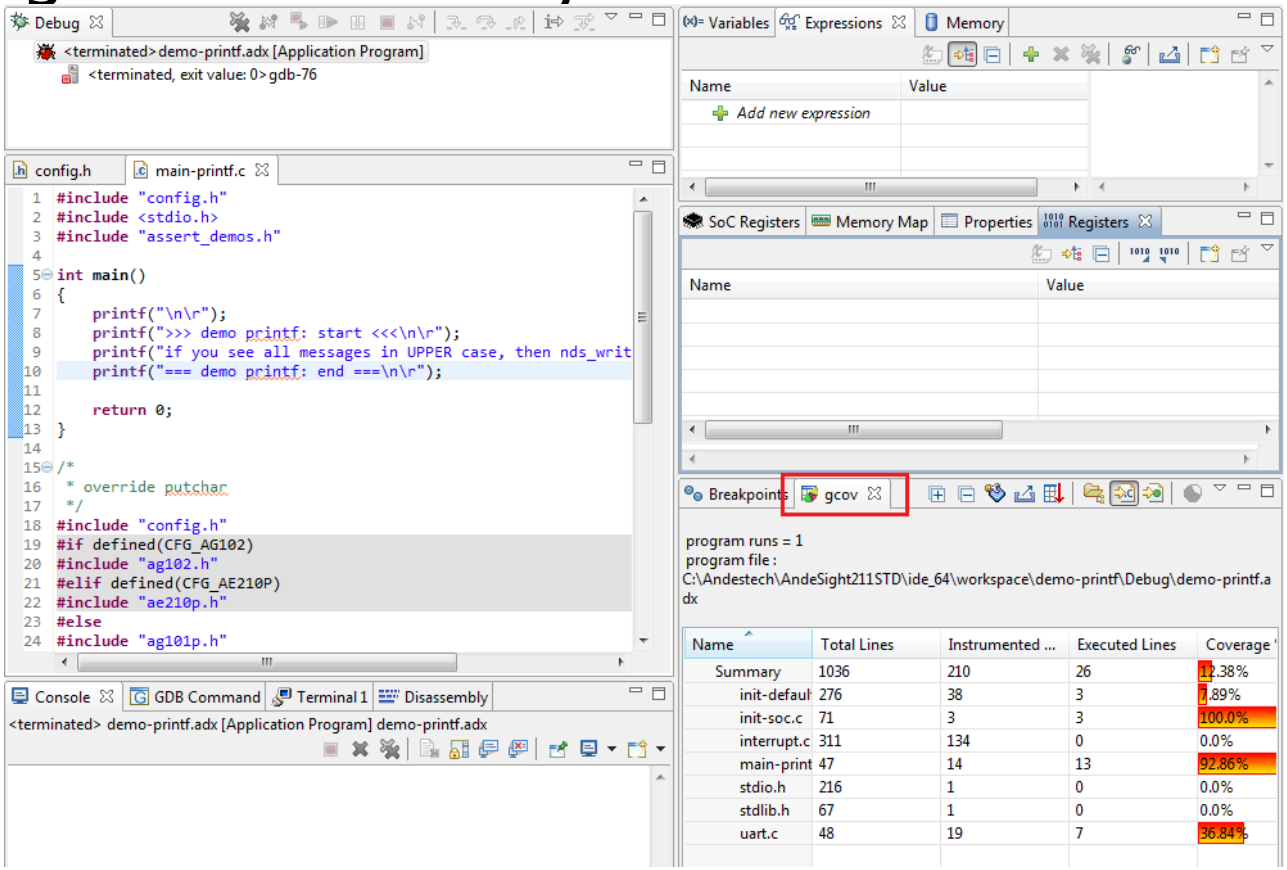
Debug

- It will stop at main(), please click Resume to let your demo project free run.



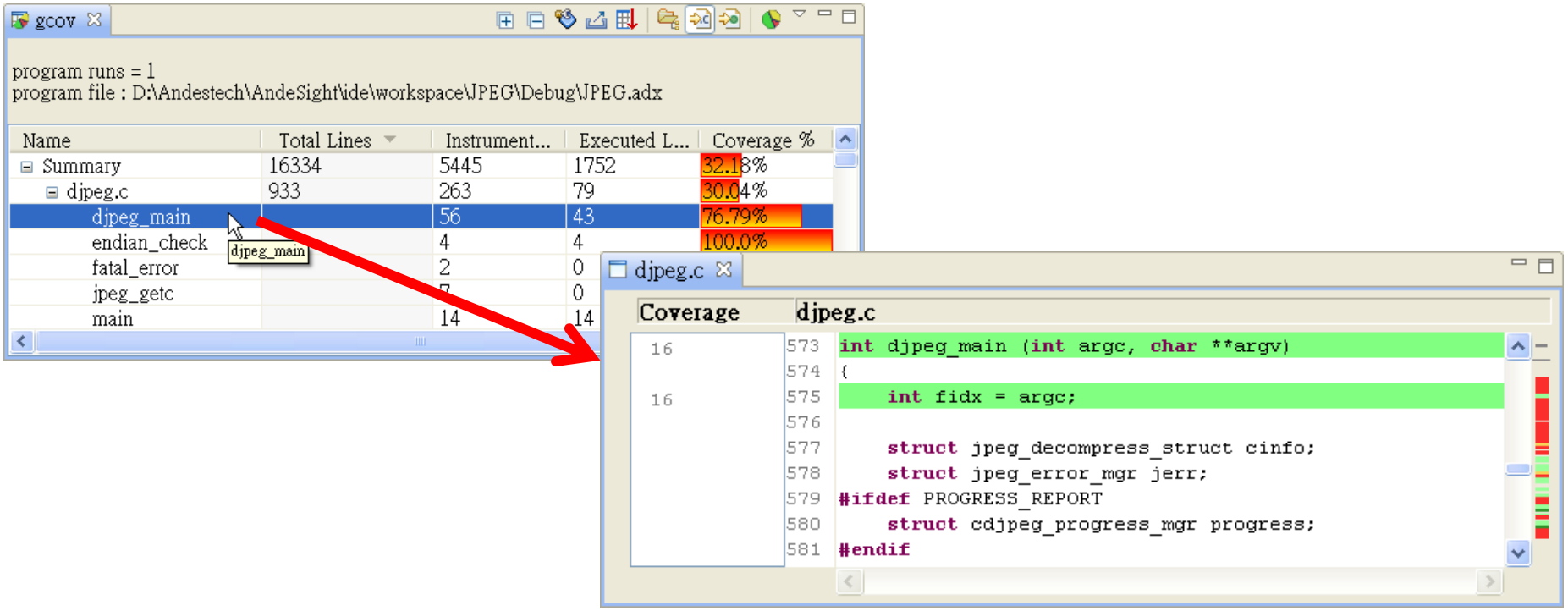
Debug

- Upon the completion of program execution, the gcov view containing the coverage data is brought to AndeSight automatically.



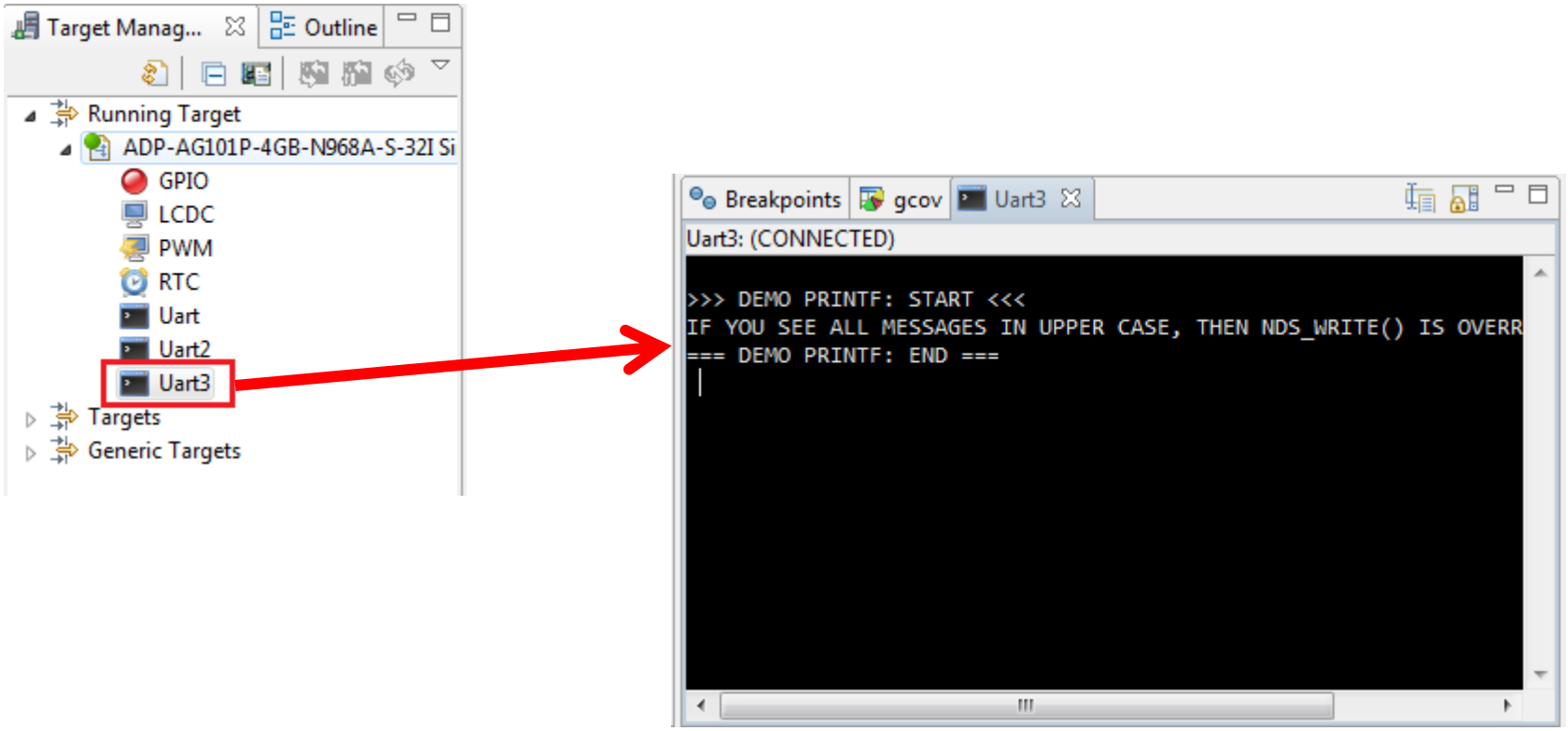
Debug

- You may investigate the line coverage in source code by double-clicking an interested file or function in the gcov view. A code editor would show the source code with coverage highlighting.



Debug

- Since the target is simulator, the result would be printed in Uart3 view.




Thank You