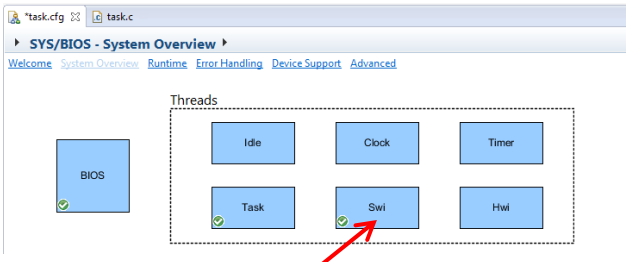
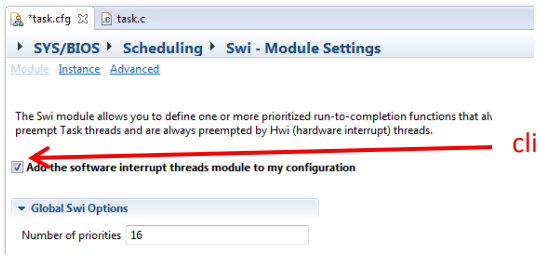
Add Swi to Task Example





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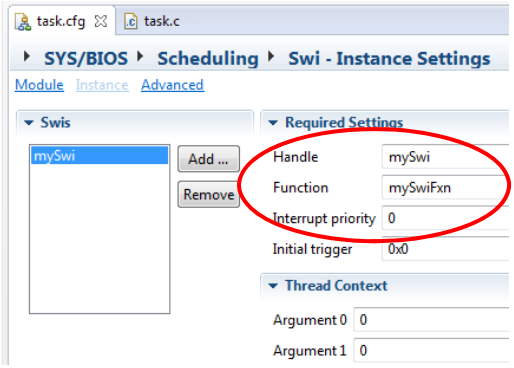

edit

```
/*
 *  28x specific Task example, with Swi also
 */
#include <xdc/std.h>
#include <xdc/runtime/Log.h>
#include <ti/sysbios/BIOS.h>
#include <ti/sysbios/knl/Task.h>
#include <ti/sysbios/knl/Semaphore.h>
#include <ti/sysbios/knl/Swi.h>

/* Semaphore handle defined in task.cfg */
extern const Semaphore_Handle mySem;

/* Swi handle defined in swi.cfg */
extern const Swi_Handle mySwi;

/* Counter incremented by timer interrupt */
volatile UInt tickCount = 0;

/*
 *  ======== main ========
 */
Int main()
{
    /*
     * Print "Hello world" to a log buffer.
     */
    Log_info0("Hello world\n");

    /*
     * Start BIOS.
```

add this line

add this line

```
     * Begins task scheduling.
     */
    BIOS_start();    /* does not return */
    return(0);
}

/*
 *  ======== myTickFxn ========
 *  Timer ISR function that posts a Swi
 */
Void myTickFxn(UArg arg)
{
    tickCount += 1;    /* increment the counter */

    /* every 10 timer interrupts post the Swi */
    if ((tickCount % 10) == 0) {
        Swi_post(mySwi);
    }
}

/*
 *  ======== myTaskFxn ========
 *  Task function that pends on a semaphore until 10 ticks have
 *  expired.
 */
Void myTaskFxn(Void)
{
    /*
     * Do this forever
     */
    while (TRUE) {
        /*
         * Pend on "mySem" until swi0 says
         * it's time to do something.
         */
        Semaphore_pend(mySem, BIOS_WAIT_FOREVER);

        /*
         * Print the current value of tickCount to a log buffer.
         */
        Log_info1("via SWI, 10 ticks. Tick Count = %d\n", tickCount);
    }
}

Void mySwiFxn(Void)
{
    Semaphore_post(mySem);
}
```

add function

****

Can add more Swi's to project by graphically instantiating more and adding function code for each.