```c
  /*   PE initialization code after reset */
  /* Initialization of the registers INITRG, INITRM, INITEE is done to protect them to be written
accidentally later by the application */
  /*lint -save   -e950 -e923 Disable MISRA rule (1.1,11.3) checking. */
  *(byte*)INITRG_ADR = 0x00U;                /* Set the register map position */
  asm("nop");                                /* nop instruction */
  /*lint -restore Enable MISRA rule (1.1,11.3) checking. */
  /*  INITRM:  RAM15=0,RAM14=0,RAM13=0,RAM12=0,RAM11=1,??=0,??=0,RAMHAL=1
*/
  setReg8(INITRM, 0x09U);                    /* Set the RAM map position */
  /* INITEE: EE15=0,EE14=0,EE13=0,EE12=0,??=0,??=0,??=0,EEON=1 */
  setReg8(INITEE, 0x01U);                    /* Set the EEPROM map position */
  /* MISC: ??=0,??=0,??=0,??=0,EXSTR1=1,EXSTR0=1,ROMHM=0,ROMON=1 */
  setReg8(MISC, 0x0DU);
  /* PEAR: NOACCE=0,??=0,PIPOE=0,NECLK=0,LSTRE=0,RDWE=0,??=0,??=0 */
  setReg8(PEAR, 0x00U);
  /*   System clock initialization */
  /*                                                        CLKSEL:
PLLSEL=0,PSTP=0,SYSWAI=0,ROAWAI=0,PLLWAI=0,CWAI=0,RTIWAI=0,COPWAI=0 */
  setReg8(CLKSEL, 0x00U);                     /* Select clock source from XTAL and set bits in
CLKSEL reg. */
  /* PLLCTL: CME=1,PLLON=0,AUTO=1,ACQ=1,??=0,PRE=0,PCE=0,SCME=1 */
  setReg8(PLLCTL, 0xB1U);                     /* Disable the PLL */
  /*** End of PE initialization code after reset ***/
  /*lint -save   -e950 Disable MISRA rule (1.1) checking. */
  __asm("jmp _Startup");                      /* Jump to C startup code */
  /*lint -restore Enable MISRA rule (1.1) checking. */
}
#pragma CODE_SEG DEFAULT
void PE_low_level_init(void)
{
  /* Int. priority initialization */
  /* HPRIO: PSEL7=1,PSEL6=0,PSEL5=0,PSEL4=1,PSEL3=0,PSEL2=0,PSEL1=1,??=0 */
  setReg8(HPRIO, 0x92U);                      /* Set the highest interrupt priority to the
ivVcan4rx interrupt */
```

1.

```
 1  using System;
 2  using System.Collections;
 3  using System.ComponentModel;
 4  using System.Data;
 5  using System.Drawing;
 6  using System.Web;
 7  using System.Web.SessionState;
 8  using System.Web.UI;
 9  using System.Web.UI.WebControls;
10  using System.Web.UI.HtmlControls;
11  using System.Data.SqlClient;
12  using UDS.Components ;
13  namespace UDS
```

2.

1.
2.
3.

```
            // pb_download
            // 
            this.pb_download.Image =
((System.Drawing.Image)(resources.GetObject("pb_download.Image")));
            this.pb_download.Location = new System.Drawing.Point(67, 268);
            this.pb_download.Name = "pb_download";
```

```
{andler                    _murr_          . :
                                                          _murwL              .Event}
                                                 // 
                                                 // pictureBox2
                                                 // 
                                                 this.pictureBox2.Image =
t2.Image")));                   ((System.Drawing.Image)(resources.GetObject("pictureBo
ring.Point(0, 0);               this.pictureBox2.Location = new System.Draw
                                this.pictureBox2.Name = "pictureBox2";
 Size(480, 70);                 this.pictureBox2.Size = new System.Drawing.
Forms.PictureBoxSizeMode.StretchImage;   this.pictureBox2.SizeMode = System.Windows.
{andler(this.pictureBox2_Click);         this.pictureBox2.Click += new System.Event}
                                                 // 
```

4.

30   60   60   60

50