

Hello World

Hello world is the basic useless example. It tends to prove you have a complete working setup.

This example will print "Hello world !" message infinitely repeated (due tu DsxThreads?).

Task

First we will create our task and declare it.

hello.c:

```
#include <dsx.h>
#include "hello_proto.h"

FUNC(hello) {
    dsx_log_printf(NONE, "Hello world!\n");
}
```

Task description in dsx's API:

```
hello_task = TaskModel(
    'hello',
    impl = [
        SwTask('hello', stack_size = 128, sources = ['hello.c'])
    ] )
```

Test under Posix

Let's create a task graph containing only this one.

```
tcg = Tcg( Task('hello', hello_task)
)
```

And let's create Posix test application (and also a TopMakefile):

```
px = Posix()

tcg.generate(px)
TopMakefile(px)
```

Now we can compile and launch it.

```
$ make
[...]
$ ./exe.posix
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
^C
$
```

It works !