

Target console output after I click the “Green Play” Button.

The screenshot shows the Arm Development Studio interface. In the center, the code editor displays a C file named `main_normal.c` with the following content:

```
4 Use, modification and redistribution of this file is subject to your possession of a
5 valid End User License Agreement for the Arm Product of which these examples are part of
6 and your compliance with all applicable terms and conditions of such licence agreement.
7
8 Simple Normal World Application
9 =====
10 /*
11  *include <stdio.h>
12 extern void enableBranchPrediction(void);
13 extern void enableCaches(void);
14
15 int main(void)
16 {
17     unsigned int i;
18     // MMU was enabled earlier and scatterloading has now finished, so
19     // it is now safe to enable caches and branch prediction for each core
20     enableBranchPrediction();
21     enableCaches();
22
23     for (i = 0; i < 10; i++)
24     {
25         printf("Hello from Normal world\n");
26         __asm__ __volatile__("SMC 0");
27     }
28
29     return 0;
30 }
```

The bottom pane shows the Target Console output:

```
terminal_1: Listening for serial connection on port 5001
terminal_2: Listening for serial connection on port 5002
terminal_3: Listening for serial connection on port 5003
Iris server is reported on port 7100
Hello from Secure world
Hello from Normal world
Hello from Secure world
Hello from Normal world
Hello from Secure world
```

A red arrow points from the text "Target console output after I click the ‘Green Play’ Button." to the Target Console window.

## Debug Configuration







