Experimental simulator for Mbed OS 5 applications
>>> Demo here <<<

## Arm Mbed OS simulator

GitHub project

```
1   #include "mbed.h"
2
3   DigitalOut led(LED1);
4
5   int main() {
6       while (1) {
7           led = !led;
8           printf("Blink! LED is now %d\n", led.read());
9
10          wait_ms(500);
11      }
12  }
13
```

### Serial output

```
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
Blink! LED is now 0
Blink! LED is now 1
```

... this is a very experimental project.

Ideas

- Cross-compile Mbed OS applications with Emscripten.

- Use a custom C++ HAL - based on Mbed OS C++ HAL - which maps into JavaScript HAL. Similar to how Mbed OS C++ HAL maps into Mbed C HAL.

- JavaScript HAL renders UI (board and components), similar to mbed-js-simulator.

- Communication with node.js backend for more complex simulations - such as HTTP, BLE (where the computer is a real BLE peripheral) and Mbed Cloud simulation.

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GitHub page