Mircoprocessor Lab9 Report

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2.Problem2 The ADC and UART communication

(1) What is UART?

A universal asynchronous receiver-transmitter (UART /ˈjuːɑːrt/) is a computer hardware device for asynchronous serial communication in which the data format and transmission speeds are configurable. The electric signaling levels and methods are handled by a driver circuit external to the UART. A UART is usually an individual (or part of an) integrated circuit (IC) used for serial communications over a computer or peripheral device serial port. UARTs are now commonly included in microcontrollers.

(2) How to set up the UART ?

**void** USART1\_Init(**void**)

{

//f CK can be f LSE , f HSI , f PCLK , f SYS .,we can just use the clock from STM32, which is 4MHz

RCC->APB2ENR |= RCC\_APB2ENR\_USART1EN;

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*UART CR1 setting\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

CR1 may reference to p1346 of the manual

CR1 clear the bits of M(Data length/8bits is default) PS() PCE(Parity check) TE RE, then set the bits of TE RE where TE enables the function of transmittion and

RE enables the function of reception

In short, M bits=0-->Data frame to be 8 bits (this is suitable for ASCII Character transmittion)

PS bit=0-->Evan parity (this is the deault status for the UART transmittion in the picocom terminal ,or maybe in the most serial terminal?)

PCE bit=0-->Parity checking disable (this is the deault status for the UART transmittion in the picocom terminal ,or maybe in the most serial terminal?)

TE bit=1-->Transmitting enable

RE but=1--> Receiving enable

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MODIFY\_REG(USART1->CR1, USART\_CR1\_M | USART\_CR1\_PS | USART\_CR1\_PCE | USART\_CR1\_TE | USART\_CR1\_RE |

USART\_CR1\_OVER8, USART\_CR1\_TE | USART\_CR1\_RE);

// CR2 for how much bit indicating the stop, now 1 bit

MODIFY\_REG(USART1->CR2, USART\_CR2\_STOP, 0x0); //0x0 for 1-bit stop

// CR3 clear the bits of RTSE , CTSE and ONEBIT, these are used for RS232, different from our LAB9

MODIFY\_REG(USART1->CR3, (USART\_CR3\_RTSE | USART\_CR3\_CTSE | USART\_CR3\_ONEBIT), 0x0);

/\*uint16\_t brr15\_4 = USART1->BRR & 0b1111111111110000;

brr15\_4 >>= 4;

uint16\_t brr2\_0 = USART1->BRR & 0b111;

brr2\_0 <<= 1;

uint16\_t baud\_x = brr15\_4 | brr2\_0;\*/

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Baud rate setting,\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

oversampling by16 (since over8 is cleared)

USARTDIV is how fast the communication port in computer wants to transmit and receive (they should be the same value)

default terminal setting is 9600, then we set the baud rate = fCK/USARTDIV , for default fCK = fSYS --> 4M / 9.6K

or check manual p 1319 for 72MHz--> BRR with OVER16 USARTDIV = 9600-->1D4C so for 4MHz is 1D4C/18 about 416(DEC) which = 4MHz/9.6K

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MODIFY\_REG(USART1->BRR, 0xFFFF /\*clear all and reset\*/, 4000000/9600);

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*asynchronous mode setting\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

In asynchronous mode, the following bits must be kept cleared:

- LINEN and CLKEN bits in the USART\_CR2 register,

- SCEN, HDSEL and IREN bits in the USART\_CR3 register.

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USART1->CR2 &= ~(USART\_CR2\_LINEN | USART\_CR2\_CLKEN);

USART1->CR3 &= ~(USART\_CR3\_SCEN | USART\_CR3\_HDSEL | USART\_CR3\_IREN);

// Enable UART

USART1->CR1 |= (USART\_CR1\_UE);

}

(3) How to send data through the UART ?

Note: the data is sent byte by byte to the receiver, which is suitable for ASCII-encoded data transmission

**void** USART1\_Transmit(uint8\_t \*arr, uint32\_t size)

{

/\*

Character transmission procedure

1. Program the M bits in USART\_CR1 to define the word length.

2. Select the desired baud rate using the USART\_BRR register.

3. Program the number of stop bits in USART\_CR2.

4. Enable the USART by writing the UE bit in USART\_CR1 register to 1.

5. Select DMA enable (DMAT) in USART\_CR3 if multibuffer communication is to take

place. Configure the DMA register as explained in multibuffer communication.

6. Set the TE bit in USART\_CR1 to send an idle frame as first transmission.

7. Write the data to send in the USART\_TDR register (this clears the TXE bit). Repeat this

for each data to be transmitted in case of single buffer.

8. After writing the last data into the USART\_TDR register, wait until TC=1. This indicates

that the transmission of the last frame is complete. This is required for instance when

the USART is disabled or enters the Halt mode to avoid corrupting the last

transmission. \*/

**for**(**int** i=0;i<size;i++)

{

**while** (!READ\_BIT(USART1->ISR, USART\_ISR\_TXE)); //polling the USART is ready

USART1->TDR = arr[i];//transmitt data register, get the data and send to USART port

}

**while** (!READ\_BIT(USART1->ISR, USART\_ISR\_TC));

}

(4) What is ADC?

In electronics, an analog-to-digital converter (ADC, A/D, or A-to-D) is a system that converts an analog signal, such as a sound picked up by a microphone or light entering a digital camera, into a digital signal. An ADC may also provide an isolated measurement such as an electronic device that converts an input analog voltage or current to a digital number representing the magnitude of the voltage or current. Typically the digital output is a two's complement binary number that is proportional to the input, but there are other possibilities

(5) What is ADC?