

Repeatedly Turn On the LED for 3s and Then Off for 1s

1. Here is one way to do it. We know that the ACLK increments the peripheral approximately every 25 μ s. Therefore, to count for 1 seconds, we would effectively need to count:

$$1 \text{ second} / 25\mu\text{s} = 40,000 \text{ times}$$

The program counts to 40,000 three times while the red LED is on. Then, it turns off the red LED and counts to 40,000 one time before turning the red LED back on and repeating.

We have put the program on the next page to keep it all on the same sheet of paper.

```
#include <msp430.h>

#define RED_LED      0x0001           // P1.0 is the red LED
#define DEVELOPMENT  0x5A80           // Stop the watchdog timer
#define ENABLE_PINS  0xFFFE           // Required to use inputs and outputs
#define ACLK         0x0100           // Timer_A ACLK source
#define UP           0x0010           // Timer_A UP mode
#define TAIFG        0x0001           // Used to look at Timer A Interrupt FlaG

main()
{
    unsigned char intervals=0;         // Count number of 40,000 counts

    WDTCTL = DEVELOPMENT;              // Stop the watchdog timer
    PM5CTL0 = ENABLE_PINS;             // Enable inputs and outputs

    TA0CCR0 = 40000;                   // We will count up from 0 to 40,000
    TA0CTL = ACLK | UP;               // Use ACLK, for UP mode

    P1DIR = RED_LED;                  // Set red LED as an output
    P1OUT = RED_LED;                  // Turn red LED on

    while(1)
    {
        if(TA0CTL & TAIFG)             // If timer has counted to 40,000
        {
            TA0CTL = TA0CTL & (~TAIFG); // Count again
            intervals = intervals + 1;    // Update number of 40,000 counts

            if (P1OUT & RED_LED)         // If the red LED is on
            {
                if (intervals == 3)      // Have 3*40,000 counts gone by?
                {
                    P1OUT = 0x00;        // If yes, turn off LED
                    intervals = 0;        // Clear number of 40,000 counts
                }
            }
            else                          // Else, red LED is off
            {
                P1OUT = RED_LED;         // Turn on the red LED
                intervals = 0;           // Clear number of 40,000 counts
            }
        }

    }

} // end while(1)

} // end main()
```

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