

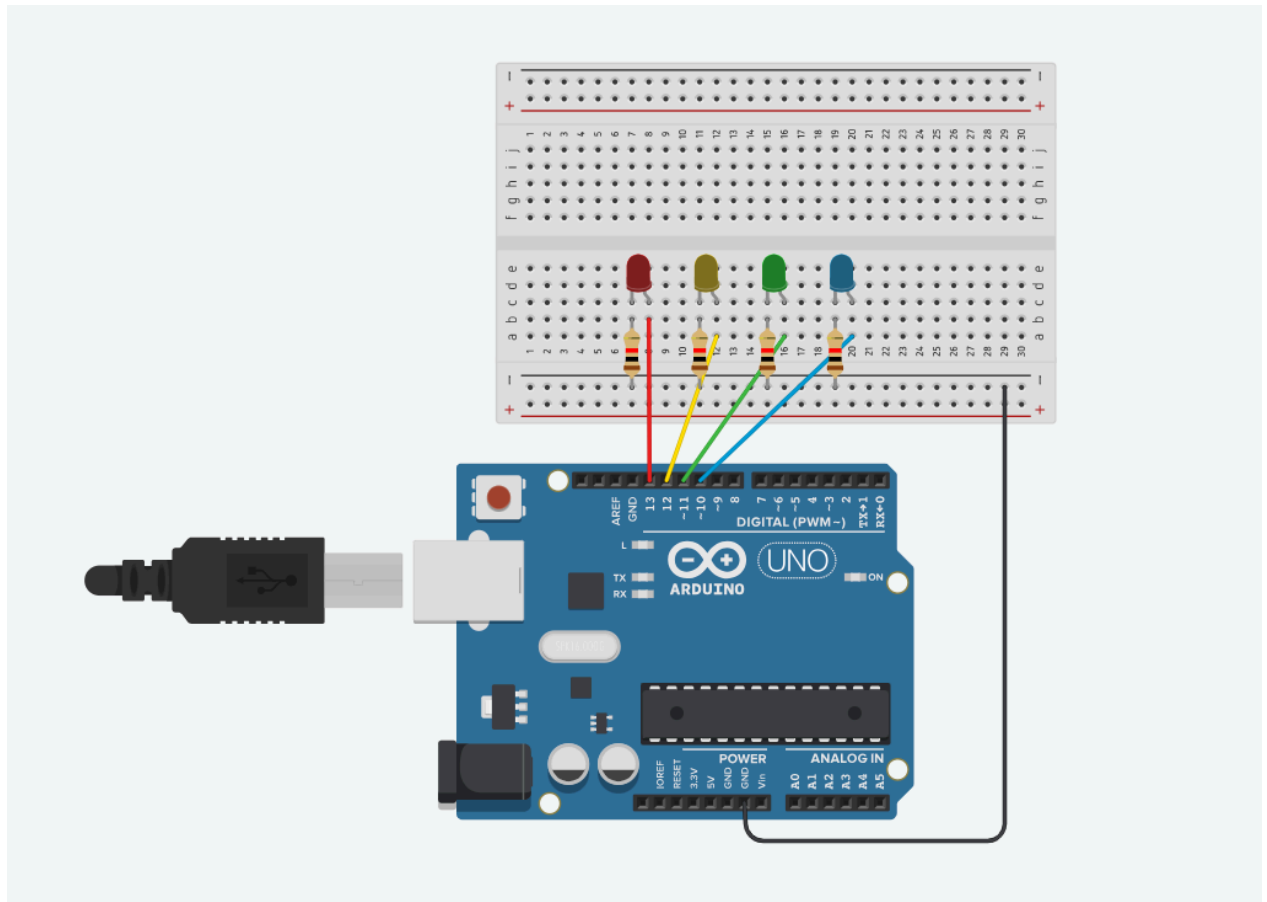
## Arquitetura de Computadores 2

### Exercício Prático 03

793605– Caio Faria Diniz

#### Exercício 1:

#### Circuito



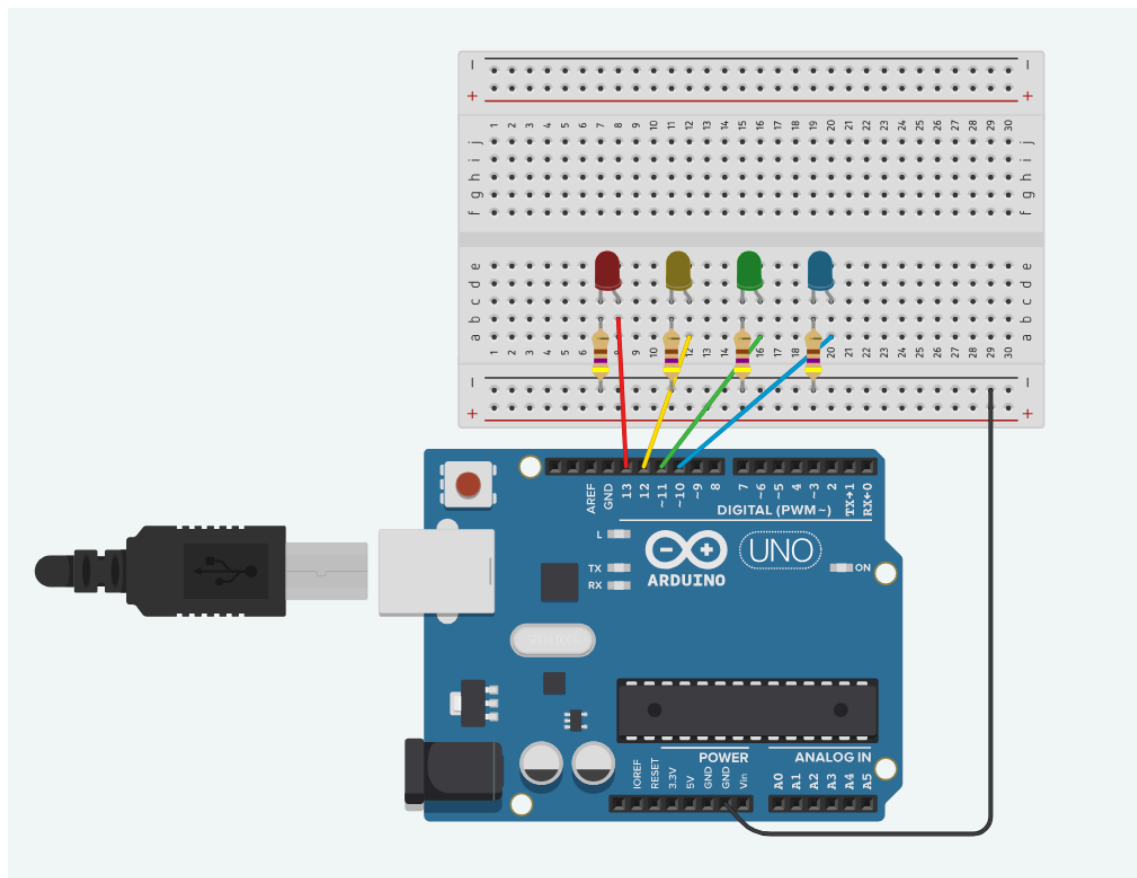
### Programa:

```
1 // Definir os pinos
2 int BlueLed = 10;
3 int GreenLed = 11;
4 int YellowLed = 12;
5 int RedLed = 13;
6
7 // Definir as variaveis
8 const int time = 1000;
9 const int ClkRed = 3;
10 const int CLKGreen = 4;
11 const int CLKYellow = 2;
12
13 void turnoff( int led );
14 void turnon ( int led );
15
16 void setup () {
17     pinMode ( BlueLed , OUTPUT );
18     pinMode ( GreenLed , OUTPUT );
19     pinMode ( YellowLed , OUTPUT );
20     pinMode ( RedLed , OUTPUT );
21 }
22
23 void loop () {
24     for (int i = 0; i < CLKRed; i++){
25         turnon (BlueLed);
26         turnon (RedLed);
27         delay(time);
28         turnoff(BlueLed);
29         delay(time);
30     } //end for red
31     turnoff(RedLed);
32
33     for (int i = 0; i < CLKGreen; i++){
34         turnon (BlueLed);
35         turnon (GreenLed);
36         delay(time);
37         turnoff(BlueLed);
38         delay(time);
39     } // end for green
40     turnoff(GreenLed);
41
42     for (int i = 0; i < CLKYellow; i++){
43         turnon (BlueLed);
44         turnon (YellowLed);
45         delay(time);
46         turnoff(BlueLed);
47         delay(time);
48     } // end for yellow
49     turnoff(YellowLed);
50 } // end loop
51
52 void turnoff (int led) {
53     digitalWrite(led, LOW);
54 }
55
56 void turnon(int led){
57     digitalWrite(led, HIGH);
```

### Exercício 2:

Instrução Realizada	Binário ( A, B, Op.Code )	Valor em Hexa	Resultado em Binário
AND( A, B )	0 1 00	0x4	0
OR( A, B )	1 0 01	0x9	1
SOMA( A, B )	1 0 11	0xb	1
NOT( A )	0 0 10	0x2	1
AND( B, A )	0 1 00	0x4	0

**Circuito:**



## Programa : parte01

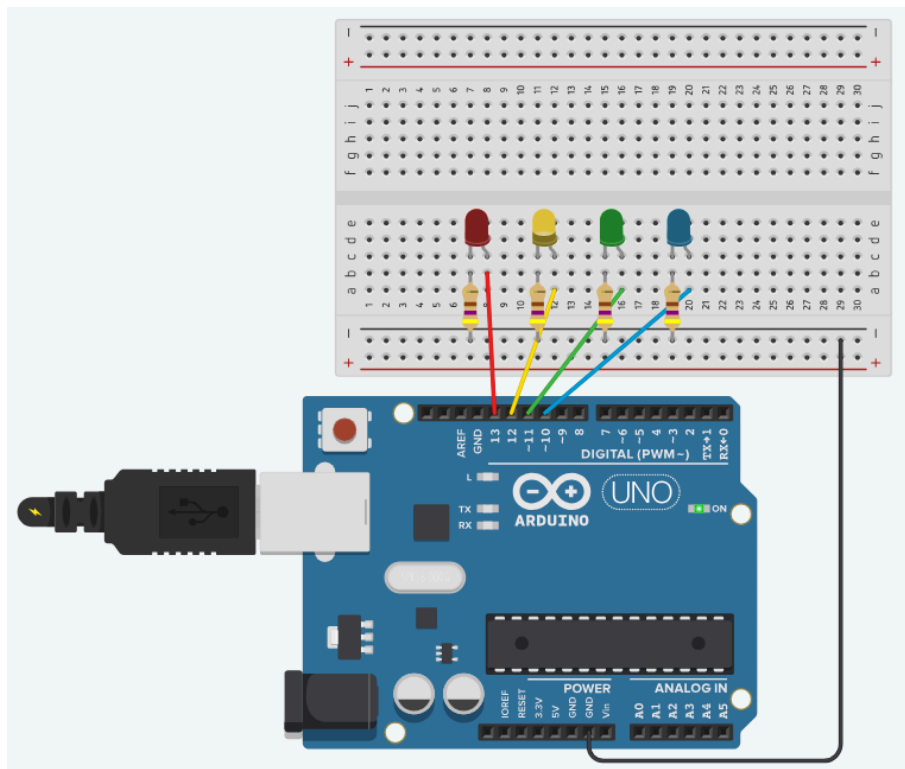
```
1 // definicao de pinos
2 int ledA      = 13;
3 int ledB      = 12;
4 int ledOutput = 11;
5 int ledCarry  = 10;
6
7 // prototipo de funcoes
8 char read      ( );
9 void turnOnOff ( int led, int value );
10 int gate_xor   ( int a, int b );
11 int gate_or    ( int a, int b );
12 int gate_and   ( int a, int b );
13 int gate_not   ( int a );
14
15 void setup ( )
16 {
17     Serial.begin( 9600 );
18     pinMode( ledA , OUTPUT );
19     pinMode( ledB , OUTPUT );
20     pinMode( ledOutput , OUTPUT );
21     pinMode( ledCarry , OUTPUT );
22 } // end setup ( )
23
24 void loop ( )
25 {
26     if( Serial.available( ) >= 3 ) {
27         int a = read( );
28         int b = read( );
29         int op = read( );
30
31         int output = 0;
32         int carry = 0;
33
34         switch ( op ) {
35             case 0:
36                 output = gate_and( a, b );
37                 break;
38             case 1:
39                 output = gate_or( a, b );
40                 break;
41             case 2:
42                 output = gate_not( a );
43                 break;
44             case 3:
45                 output = gate_xor( a, b );
46                 carry = gate_and( a, b );
47                 break;
48             default:
49                 Serial.print( "Operacao Invalida!" );
50                 break;
51         } // end switch
52
53         turnOnOff( ledA , a );
54         turnOnOff( ledB , b );
55         turnOnOff( ledOutput, output );
56         turnOnOff( ledCarry , carry );
57     } // end if
58 } // end loop ( )
59
```

## Parte 02:

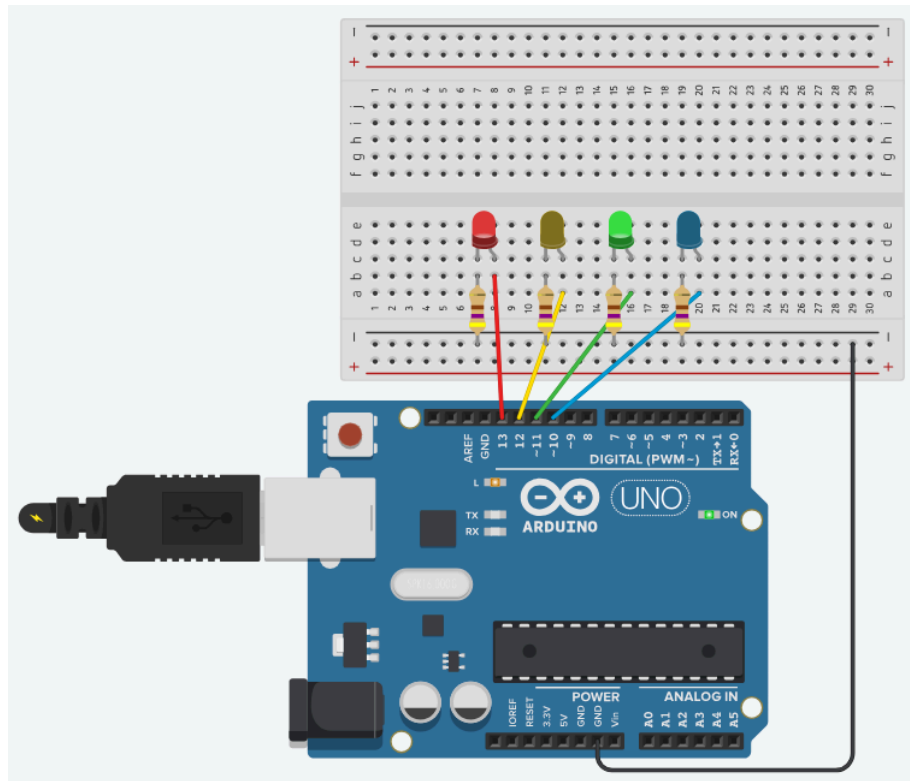
```
60 char read ( ) {  
61     return ( Serial.read( ) - '0' );  
62 } // end read_int ( )  
63  
64 void turnOnOff ( int led, int value ) {  
65     digitalWrite( led, value );  
66 } // end turnOnOff  
67  
68 int gate_xor ( int a, int b ) {  
69     return ( a^b );  
70 } // end gate_xor ( )  
71  
72 int gate_or ( int a, int b ) {  
73     return ( a|b );  
74 } // end gate_or ( )  
75  
76 int gate_and ( int a, int b ) {  
77     return ( a&b );  
78 } // end gate_and ( )  
79  
80 int gate_not ( int a ) {  
81     return ( ~a );  
82 } // end gate_not ( )  
83
```

## Testes:

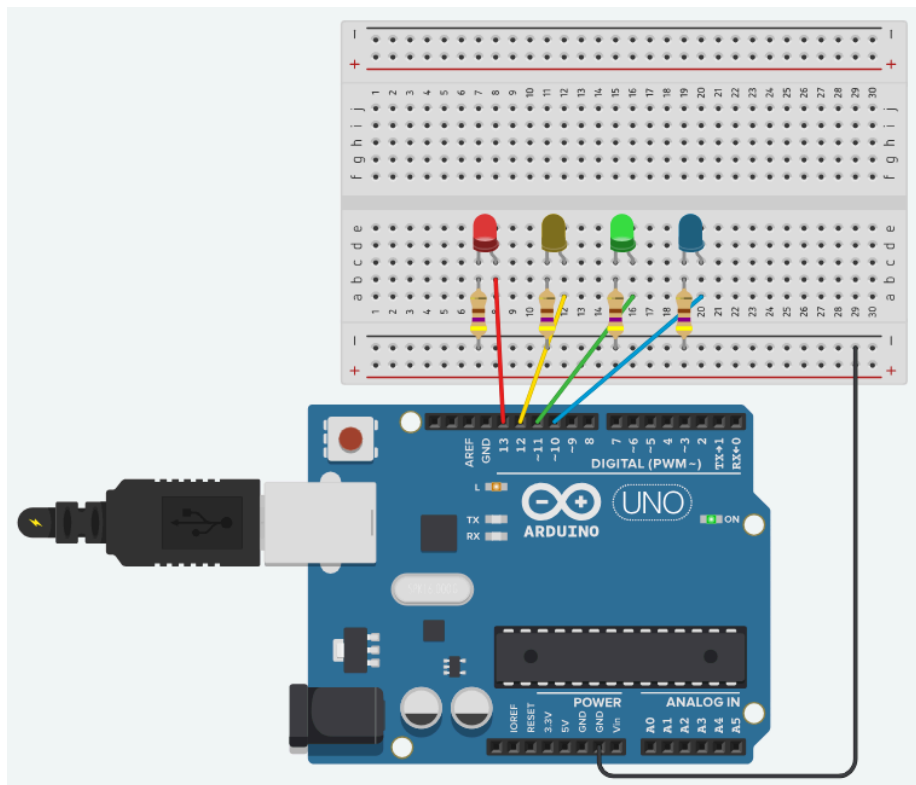
teste 0 1 0:



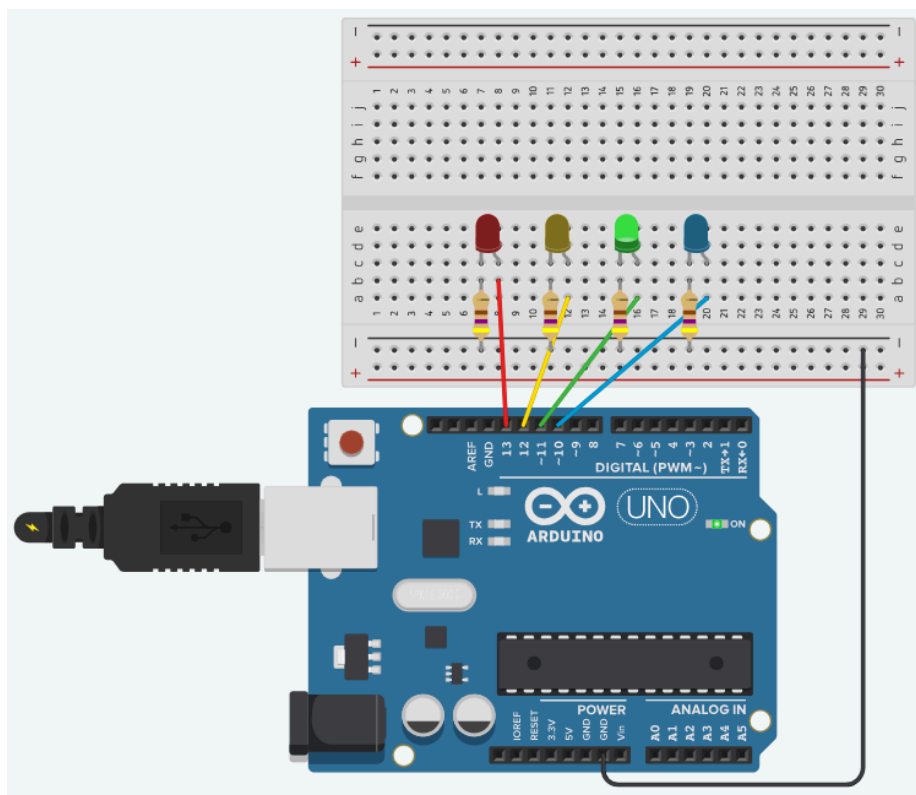
teste 1 0 1:



teste 1 0 3:

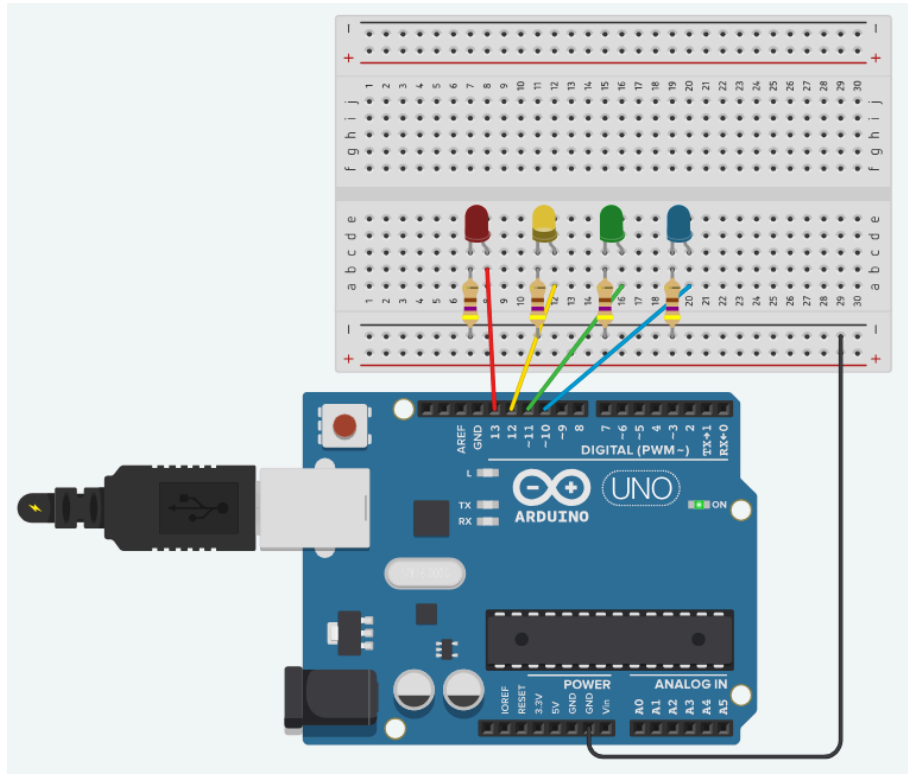


teste 0 0 2:





teste 1 0 1:



FIM