



SPRING 2017 PROJECT1_ DAC

MICROCONTROLLER III



By Julie Kim 

CECS 447 Monday, Wednesday 10:00am – 12:15 pm

Due Date: February 26, 2018

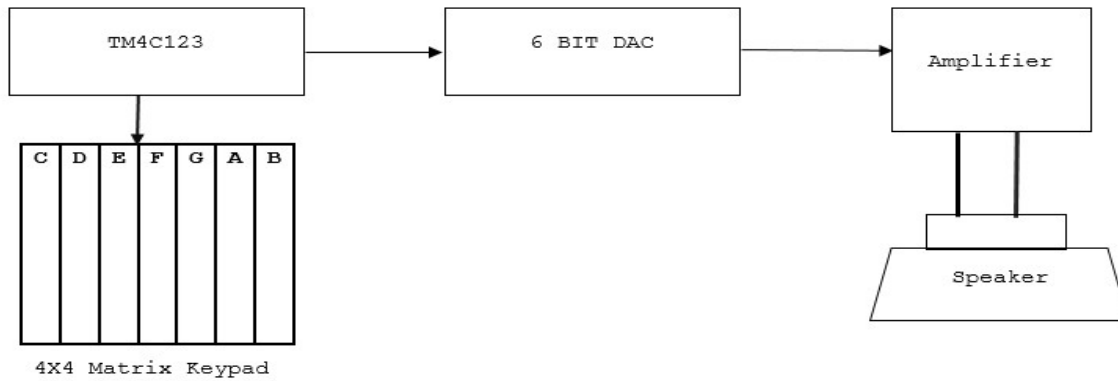
Instructor: John Vu

FEBRUARY 26, 2018
California State University Long Beach

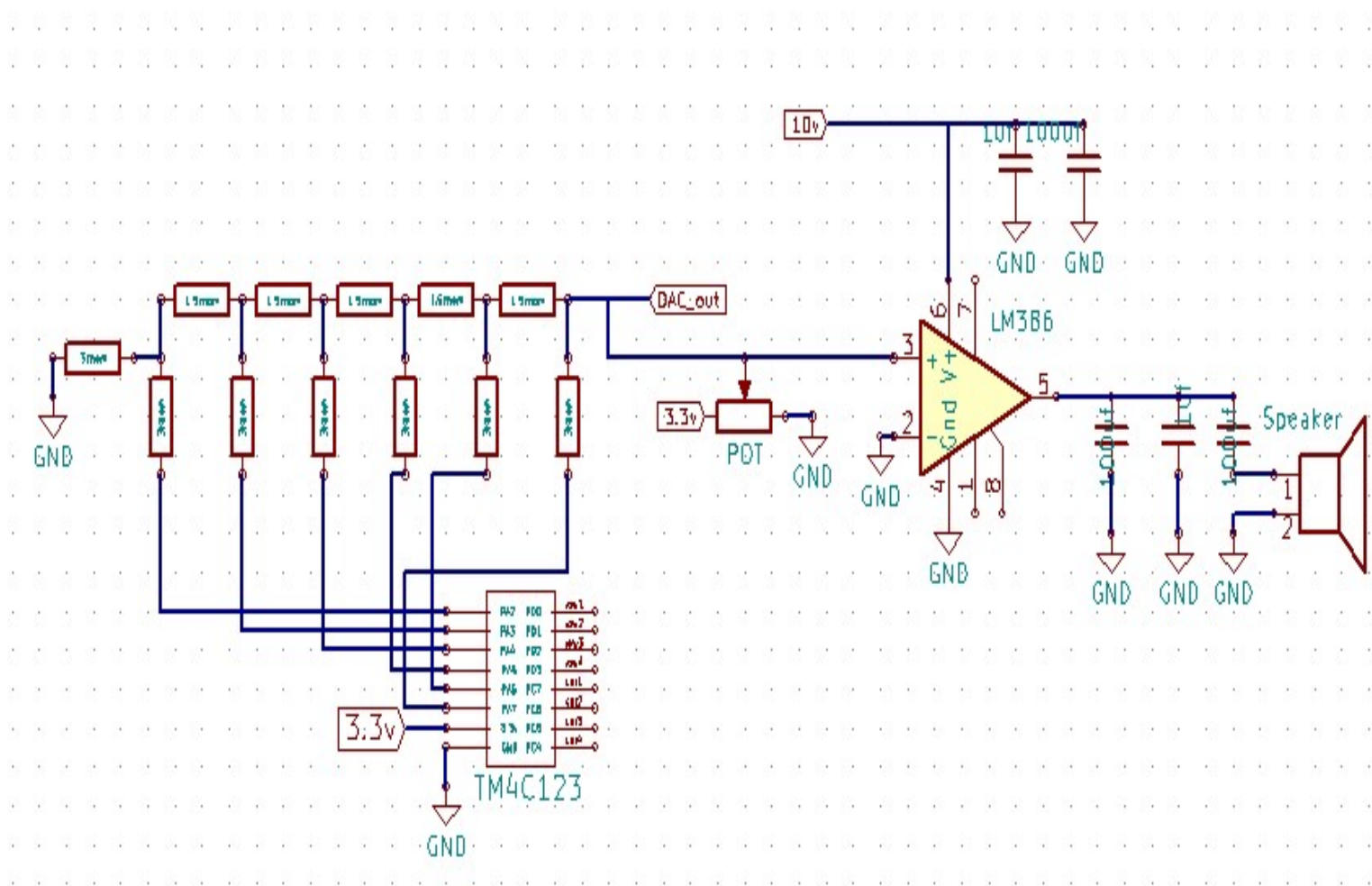
Hardware:

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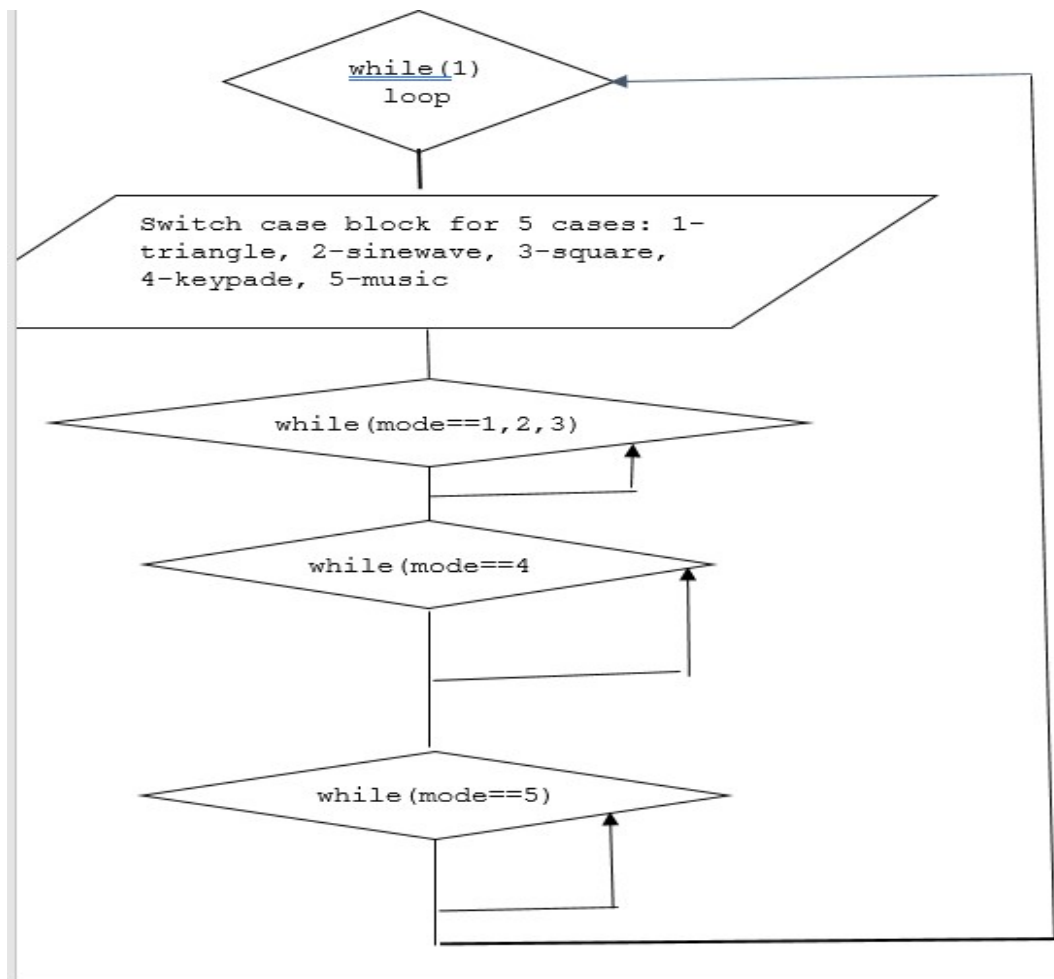
❖ Hardware Block Diagrams



❖ Schematics



❖ Software Diagram

Systick interrupt Handling of Sound Generation:

```

65 // Interrupt service routine
66 // Executed every 12.5ns*(period)
67 void SysTick_Handler(void){
68 // GPIO_PORTF_DATA_R ^= 0x08; // toggle PF3, debugging green
69 //*****Sinewave
70 if (mode == 2) {
71     if (Index == 100)
72         Index = 0;
73     else
74         Index = Index+1;
75     DAC_Out(SineWave[Index]);
76 }
77 //*****Triangle wave
78 else if(mode == 1){
79     if ((up < 63) && (triangle < 63)) {
80         up = up + 1;
81         triangle = triangle + 1;
82     }
83     else if ((up == 63) && (triangle > 0)){
84         triangle = triangle -1;
85     }
86     else if ((up == 63) && (triangle == 0)) {
87         up = 0;
88     }
89     DAC_Out(triangle);
90 }
91 }

```

```

92  ///*****Square wave
93  else if(mode == 3){
94      if ((count > 0)&&(count < 64)){
95          count = count + 1;
96          square = 63;
97          if (count == 64)
98              count = 65;
99      }
100     else if ((count > 64) && (count < 130)){
101         square = 0;
102         count = count + 1;
103         if (count == 130) {
104             count = 0;
105             high = 63;
106         }
107     }
108     else if ((high == 63) && (square == 0)&&(count == 0)){
109         square = high;
110         high = 0;
111         count = 1;
112     }
113     DAC_Out(square);
114 }
115 else if((mode == 4)|| (mode == 5)){
116     if (Index == 100)
117         Index = 0;
118     else
119         Index = Index+1;
120     DAC_Out(SineWave[Index]);
121 }
122 }

```

Interfacing with 4x4 Matrix Keypad:

```

40 char ReadKey(void) {
41     GPIO_PORTC_DATA_R = ~0x80; //set col_PC7 == 0;
42     if ((GPIO_PORTD_DATA_R&0x01) == 0)
43         return '1';
44     else if ((GPIO_PORTD_DATA_R&0x02) == 0)
45         return '4';
46     else if ((GPIO_PORTD_DATA_R&0x04) == 0)
47         return '7';
48     else if ((GPIO_PORTD_DATA_R&0x08) == 0)
49         return '*';
50
51     GPIO_PORTC_DATA_R = ~0x40; //set col_PC6 == 0;
52     if ((GPIO_PORTD_DATA_R&0x01) == 0)
53         return '2';
54     else if ((GPIO_PORTD_DATA_R&0x02) == 0)
55         return '5';
56     else if ((GPIO_PORTD_DATA_R&0x04) == 0)
57         return '8';
58     else if ((GPIO_PORTD_DATA_R&0x08) == 0)
59         return '0';
60
61     GPIO_PORTC_DATA_R = ~0x20; //set col_PC5 == 0;
62     if ((GPIO_PORTD_DATA_R&0x01) == 0)
63         return '3';
64     else if ((GPIO_PORTD_DATA_R&0x02) == 0)
65         return '6';
66     else if ((GPIO_PORTD_DATA_R&0x04) == 0)
67         return '9';
68     else if ((GPIO_PORTD_DATA_R&0x08) == 0)
69         return '#';
70 }

```



```

70
71     GPIO_PORTC_DATA_R = ~0x10; //set col_PC4 == 0;
72     if      ((GPIO_PORTD_DATA_R&0x01) == 0)
73         return 'A';
74     else if ((GPIO_PORTD_DATA_R&0x02) == 0)
75         return 'B';
76     else if ((GPIO_PORTD_DATA_R&0x04) == 0)
77         return 'C';
78     else if ((GPIO_PORTD_DATA_R&0x08) == 0)
79         return 'D';
80     return 0;
81 }
82
83 //-----Delay10ms-----
84 // wait 10ms for switches to stop bouncing
85 void Delay10ms(void){unsigned long volatile time;
86     time = 14545; // 10msec
87     while(time){
88         time--;
89     }
90 }

```

Main Program:

```

52 int main(void){
53     unsigned long input;
54     unsigned long period, delay;
55     DisableInterrupts();
56     PLL_Init();           // bus clock at 80 MHz
57     Switch_Init();        // Port F is onboard switches, LEDs, profiling
58     Keys_Init();
59     EnableInterrupts();
60     intr_mode = 0;
61     delay = 150;
62
63     while(1) {
64         unsigned long modee;
65         modee = intr_mode;
66         Interrupt_Mode(intr_mode);
67         switch(modee) {
68             case 1: {
69                 Sound_Init(2385); // triangel wave, 262 Hz
70             }
71             break;
72             case 2: {
73                 Sound_Init(3023); // sine wave, 262 Hz
74             }
75             break;
76             case 3: {
77                 Sound_Init(2385); // square wave, 262 Hz
78             }
79             break;
80             case 4: {
81                 modee = 4;
82             }
83             break;
84             case 5: {
85                 modee = 5;
86             }

```

```

84 case 5: {
85     modee = 5;
86 }
87 break;
88 default: {
89     modee = intr_mode;
90 }
91 break;
92 }
93 while (modee == intr_mode && modee != 4 && modee != 5) {
94     GPIO_PORTF_DATA_R = 0x00;
95     if (modee == 1)
96         GPIO_PORTF_DATA_R = 0x0E; //WHITE
97     else if (modee == 2)
98         GPIO_PORTF_DATA_R = 0x06; //PINK
99     else if (modee == 3)
100         GPIO_PORTF_DATA_R = 0x0C; //SKY-BLUE
101 }

102 //Matrix Key Program:
103 NVIC_ST_CTRL_R = 0;
104 while(modee == 4 && intr_mode == 4){
105     GPIO_PORTF_DATA_R = 0x00;
106     input = ReadKey(); // key press == 0, negative logic
107     if ((input == '1') && (modee == 4) && (intr_mode == 4)) {
108         EnableInterrupts();
109         Sound_Init(3023);
110         while((input == '1') && (modee == 4 && intr_mode == 4)){
111             GPIO_PORTF_DATA_R = 0x08; //green
112             input = ReadKey();
113         }
114         GPIO_PORTF_DATA_R = 0x00;
115         NVIC_ST_CTRL_R = 0;
116     }
117     else if ((input == '2') && (modee == 4) && (intr_mode == 4)){
118         EnableInterrupts();
119         Sound_Init(2694); //Note 'D'
120         while((input == '2') && (modee == 4 && intr_mode == 4)){
121             GPIO_PORTF_DATA_R = 0x02; //RED
122             input = ReadKey();
123         }
124         GPIO_PORTF_DATA_R = 0x00;
125         NVIC_ST_CTRL_R = 0;
126     }
127     else if ((input == '3') && (modee == 4) && (intr_mode == 4)){
128         EnableInterrupts();
129         Sound_Init(2400); //Note 'E'
130         while((input == '3') && (modee == 4 && intr_mode == 4)){
131             GPIO_PORTF_DATA_R = 0x04; //BLUE
132             input = ReadKey();
133         }

```

```

133     }
134     GPIO_PORTF_DATA_R = 0x00;
135     NVIC_ST_CTRL_R = 0;
136 }
137 else if ((input == '4') && (modee == 4) && (intr_mode == 4)) {
138     EnableInterrupts();
139     Sound_Init(2270);           //Note 'F'
140     while((input == '4') && (modee == 4 && intr_mode == 4)){
141         GPIO_PORTF_DATA_R = 0x0E; //WHITE
142         input = ReadKey();
143     }
144     GPIO_PORTF_DATA_R = 0x00;
145     NVIC_ST_CTRL_R = 0;
146 }
147 else if((input == '5') && (modee == 4) && (intr_mode == 4)){
148     EnableInterrupts();
149     Sound_Init(2021);           //Note 'G'
150     while((input == '5') && (modee == 4 && intr_mode == 4)){
151         GPIO_PORTF_DATA_R = 0x0A; //YELLOW
152         input = ReadKey();
153     }
154     GPIO_PORTF_DATA_R = 0x00;
155     NVIC_ST_CTRL_R = 0;
156 }
157 else if((input == '6') && (modee == 4) && (intr_mode == 4)){
158     EnableInterrupts();
159     Sound_Init(1800);           //Note 'A'
160     while((input == '6') && (modee == 4 && intr_mode == 4)){
161         GPIO_PORTF_DATA_R = 0x0C; //SKY_BLUE
162         input = ReadKey();
163     }
164     GPIO_PORTF_DATA_R = 0x00;
165     NVIC_ST_CTRL_R = 0;
166 }
167 else if ((input == '7') && (modee == 4) && (intr_mode == 4)){
168     EnableInterrupts();
169     Sound_Init(1603);           //Note 'B'
170     while((input == '7') && (modee == 4 && intr_mode == 4)){
171         GPIO_PORTF_DATA_R = 0x06; //PINK
172         input = ReadKey();
173     }
174     GPIO_PORTF_DATA_R = 0x00;
175     NVIC_ST_CTRL_R = 0;
176 }
177 }
178 while(modee == 5 && intr_mode == 5){
179     GPIO_PORTF_DATA_R = 0x08; //GREEN
180     rainMusic(period, delay);
181 }
182 }
183 }
184

```

