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Labs/01-tools

Github Digital-electronic-2

Binary operators

symbol	meaning			
&	AND			
- 1	OR			
٨	XOR			
~	NOT			
<<	Binary left shift			
>>	Binary right shift			

Truth table

	Α	В	A & B	A B	A ^ B	~A
•	0	0	0	0	0	1
•	0	1	0	1	1	1
•	1	0	0	1	1	0
,	1	1	1	1	0	0

Morse code

```
#define LED GREEN PB5 // AVR pin where green LED is connected
#define SHORT_DELAY 250 // Delay in milliseconds
#define DOT_DELAY 200
#define DASH_DELAY 600 // dash is 3 times longer than dot
#ifndef F_CPU
                       // Preprocessor directive allows for conditional
                       // compilation. The #ifndef means "if not defined".
# define F CPU 16000000 // CPU frequency in Hz required for delay
#endif
                       // The #ifndef directive must be closed by #endif
#include <util/delay.h> // Functions for busy-wait delay loops
#include <avr/io.h> // AVR device-specific IO definitions
void dot() {
    _delay_ms(DOT_DELAY);
                                       //Wait for pause
    PORTB = PORTB | (1<<LED_GREEN);</pre>
                                       //Turn on for dot
    _delay_ms(DOT_DELAY);
                                        //Wait for dot
    PORTB = PORTB & ~(1<<LED_GREEN);
                                       //Turn off
```

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```
void dash() {
    _delay_ms(DOT_DELAY);
                                        //Wait for pause
    PORTB = PORTB | (1<<LED_GREEN); //Turn on for dash
    _delay_ms(DASH_DELAY);
                                       //Wait for dash
    PORTB = PORTB & ~(1<<LED_GREEN); //Turn off
}
int main(void)
    // Set pin as output in Data Direction Register
    // DDRB = DDRB or 0010 0000
    DDRB = DDRB | (1<<LED_GREEN);</pre>
    // Set pin LOW in Data Register (LED off)
    // PORTB = PORTB and 1101 1111
    PORTB = PORTB & ~(1<<LED_GREEN);
    // Infinite loop
    while (1)
    {
        dash();
                                 //D
        dot();
        dot();
        _delay_ms(DOT_DELAY);
                              //Pause
        dot();
                                //E
        _delay_ms(DOT_DELAY);
                              //Pause
        dot();
                                //2
        dot();
        dash();
        dot();
        dot();
        _delay_ms(DASH_DELAY); //End of a word
    }
    // Will never reach this
    return 0;
}
```

Scheme

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