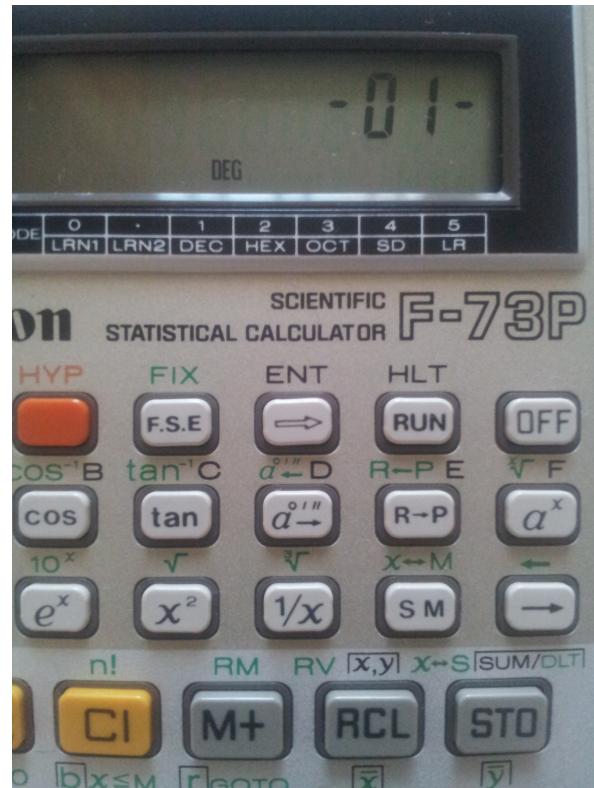


MC-II

A custom electronic calculator and embedded systems development platform



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Contents

Preface	7
I Getting Started	9
1 Hardware and Software Development Tools	11
2 Blinking an LED	15
3 Interfacing to the ST7565 GLCD	19
3.1 Using simulated SPI	19
3.2 Using SPI	20
3.3 Using interrupts	21
4 Interfacing to a matrix keypad	23
4.1 4x4 matrix keypad	23
4.2 8x6 matrix keypad	25
4.3 Full Chip Simulation	25
II Algorithms	29
5 The command line and stack	33
5.1 Entering values on the command line	33

5.2	Pushing values onto the stack	33
5.3	Using a different keypad layout	33
6	The stack operations	35
6.1	Enter	35
6.2	Delete and Clear	35
6.3	Pick	35
6.4	Rotate and Unrotate	35
6.5	Over	35
7	The arithmetic functions	37
7.1	Negation (\pm)	37
7.2	Addition (+)	37
7.3	Subtraction (-)	37
7.4	Multiplication (\times)	37
7.5	Division (\div)	37
8	Memory	39
8.1	Storing and recalling values	39
8.2	Viewing the memory contents of stack level 1	39
8.3	Viewing execution time	39
9	The scientific functions	41
9.1	Square (x^2)	41
9.2	Factorial ($x!$)	41
9.3	Square root (\sqrt{x})	41
9.4	Circular functions ($\sin \theta$, $\cos \theta$ and $\tan \theta$)	41
9.5	Inverse circular functions ($\sin^{-1} x$, $\cos^{-1} x$ and $\tan^{-1} x$)	43

CONTENTS	5
9.6 Exponential functions e^x and 10^x	43
9.7 Logarithmic functions $\ln x$ and $\log_e x$	43
9.8 Exponential functions x^y and $\sqrt[y]{x}$	43
9.9 Random number generator	43
 10 Binary and hexadecimal numbers	 45
 11 Complex numbers	 47
 12 Rational numbers	 49
 13 Statistical functions	 51
 III Mathematical Applications	 53
 14 Keystroke programming	 55
 15 Equation Solver	 57
 16 Plotting functions	 59
 17 Matrices	 61
 18 Triangle Solver	 63
 IV Embedded Systems Applications	 65
 19 Using the MC-II as a development platform	 67
 20 Building a hand held MC-II	 69

Preface

This book is about the MC-II, a programmable, reverse polish notation custom calculator and embedded systems development platform. Part I describes how to build the MC-II using a low cost development board, graphical liquid crystal display and matrix keypad. Part II focuses on the algorithms used to implement the mathematical functions, using diagrams and flowcharts to help explain each. Part III considers some of the MC-II's advanced mathematical applications and Part IV discusses how it can be used as a development platform for embedded systems projects, as well as how to build a hand held version of the MC-II.

Each chapter builds on the material covered in the previous one and the source code is developed in stages, making it easier to follow. The programs referred to in this book are available at <https://github.com/DanielMilutinovic/MC-II>.

Part I

Getting Started

Chapter 1

Hardware and Software Development Tools

The following is a list of the hardware components required to build the MC-II. They can be purchased from electronic components distributors such as Mouser, Digi-Key and element14:

1. The DEVKIT-S12XE development board by NXP (Figure 1.1). It features the 9S12XEP100 microcontroller and is provided with a USB cable to connect it to a computer.



Figure 1.1: DEVKIT-S12XE

2. An ST7565 128x64 graphical liquid crystal display (GLCD) (Figure 1.2). The model shown is available from Core Electronics and Adafruit. Note that eleven 0.1" (2.54mm) male header pins must be soldered to the board if using this particular model; however it is simple through-hole soldering.

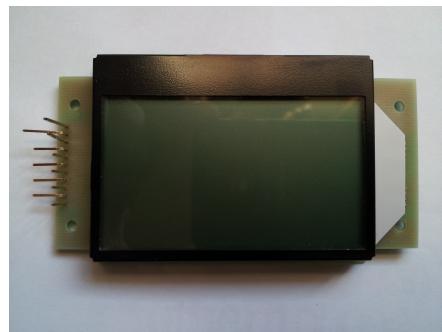


Figure 1.2: ST7565 GLCD

3. 0.1" (2.54mm) male-female jumper cables (Figure 1.3) to interface the DEVKIT-S12XE development board to the ST7565 GLCD and matrix keypad.



Figure 1.3: 0.1" male-female jumper cables

4. A matrix keypad. Standard 4x4 matrix keypads (Figure 1.4) are convenient but an 8x6 keypad (Figure 1.5) allows more functions to be added easily. Interfacing to each type of keypad is covered in Chapter 4. The 8x6 matrix keypad shown was designed by Dirk Heisswolf and manufactured by Seeed Studio. I have several 8x6 matrix keypad PCB's left (contact me at daniel.milutinovic@yahoo.com.au) and the files are available at <https://github.com/DanielMilutinovic/MC-II> if you would like to order them (Seeed Studio has a minimum order of 10 PCB's). The PCB's can accommodate up to 64 keys (8 rows, 8 columns) but we will only use 6 columns. If making the 8x6 matrix keypad you will need to solder 0.1" (2.54mm) male header pins and 44 push buttons to the PCB. I used Omron 6x6 tactile switches, part no. B3F-1052, which work well.



Figure 1.4: 4x4 matrix keypad by EOZ, with some key labels attached

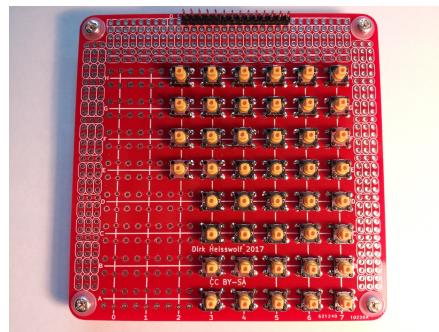


Figure 1.5: Custom 8x6 matrix keypad

The 9S12XEP100 microcontroller on the DEVKIT-S12XE development board is programmed using the CodeWarrior development software by NXP. CodeWarrior may be downloaded free of charge and there are no code size limitations for assembly language files. It features a debugger and a convenient simulation mode, which enables code to be tested without downloading it to the actual microcontroller, thereby saving the Flash memory on the device from repeated writes.