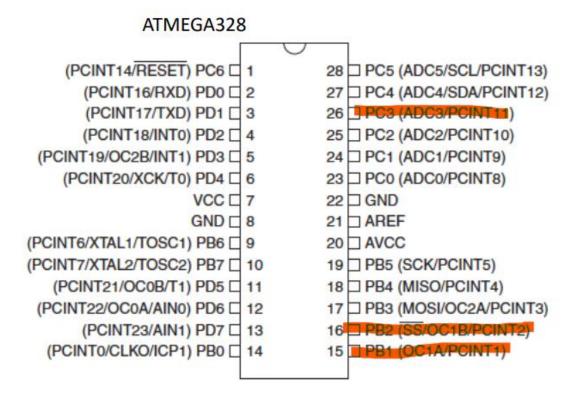
02 GPIO Delays and Interrupts

Student Name:	
Student #:	
Student Email:	

Primary Github address: https://github.com/DylanCaz/Submission_DA.git

Directory: https://github.com/DylanCaz/Submission_DA/tree/main/Design_Assignments_sub

1. COMPONENTS LIST AND CONNECTION BLOCK DIAGRAM w/ PINS



2. INITIAL/MODIFIED/DEVELOPED CODE OF TASK 1/2

Task 2 C Code

```
/*
    * Design_Assignment_2_C.c
    *
    * Created: 2/19/2022 9:06:08 PM
```

```
* Author : Dylan Cazares
 * Task 2
#define F_CPU 16000000
                                    // 16MHz
#include <avr/interrupt.h>
#include <avr/io.h>
#include <util/delay.h>
                                            // Delay Library
int main(void)
      DDRC &= (0 << 3); // setting PORTC.3 as an input
      PORTC |= (1 << 3);
                                          // enabling pull up
                                 // setting PORTB.2 as an output
// setting PORTB.3 as an output
// enabling pull
     DDRB |= (1 << 2);

DDRB |= (1 << 3);

PORTB |= (1 << 2);
    while (1)
            if(!(PINC & (1 << PINC3)))
                  PORTB &= \sim (1 << 2); // turn PORTB.2 LED on
                   delay ms(1250); // delay 1250 ms
                  PORTB |= (1 << 2); // turn PORTB.2 LED off
            else if
                  PORTB |= (1 << 2); // turn PORTB.2 LED off
            }
}
```

Task 1/2 Assembly Code

```
; stack initialization
LDI R20, HIGH(RAMEND)
OUT SPH, R20
LDI R20, LOW(RAMEND)
OUT SPL, R20
L1:
     SBIC PINC, 3 \, ; skip if PINC.3 is cleared
     RJMP L1
                          ; if PINC.3 cleared, check for input on
PINC.3
     CBI PORTB, 2 ; turn PORTB.2 LED on
     ; calling 250MS Delay five times to generate a delay of 1.25 seconds
     CALL DELAY 250ms
     CALL DELAY 250ms
     CALL DELAY_250ms
     CALL DELAY 250ms
     CALL DELAY 250ms
     SBI PINB, 2
                    ; turn PINB.2 LED off
DELAY 250ms:
                   ; delay subroutine to generate a delay of
0.25 seconds
     LDI R17, 16
                   ; R17 = 16
     L1 Delay:
          LDI R18, 200 ; R18 = 200
          L2 Delay:
                LDI R19, 249 ; R19 = 249
                                ; No Operation (do nothing)
                                ; No Operation (do nothing)
                NOP
                L3 Delay:
                     NOP
                               ; No Operation (do nothing)
                               ; No Operation (do nothing)
                     DEC R19
                               ; decrement R19
                     BRNE L3 Delay ; Branch to L3 Delay if R19 is not
equal to 0
                                           ; Decrement R18
                     DEC R18
                     BRNE L2_Delay ; Branch to L2_Delay if R18 is not
equal to 0
                     DEC R17
                                           ; Decrement R17
                     BRNE L1 Delay ; Branch to L1 Delay if R17 is not
equal to 0
                     RET
```

; return to caller

SBI DDRB, 3 ; setting PORTB.3 as an output

3. DEVELOPED MODIFIED CODE OF TASK 3

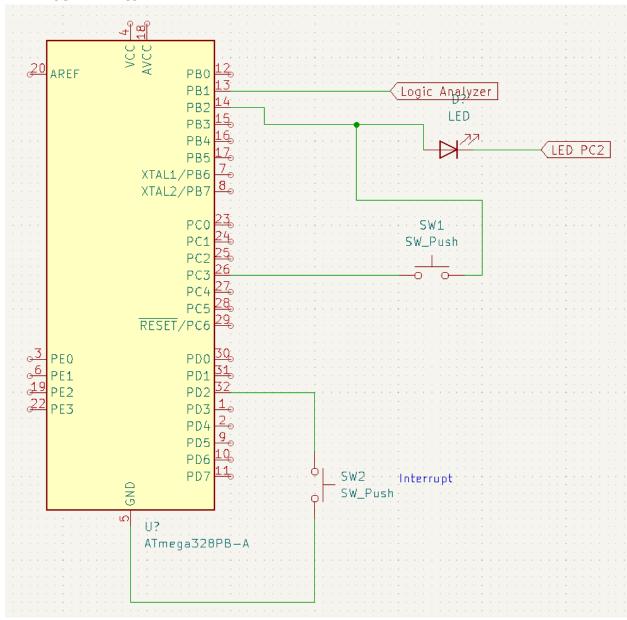
Task 3 C code

```
* Design Assignment 2 C.c
* Created: 2/19/2022 9:06:08 PM
* Author : Dylan Cazares
 * Task 3
 */
#include <avr/io.h>
#include <util/delay.h> // Delay Library
int main(void)
{
     DDRC &= (0 << 3); // setting PORTC.3 as an input PORTC |= (1 << 3); // enabling pull up
     DDRD &= (1 << 2); // setting PORTD.2 as an input PORTD |= (1 << 2); // enabling pull up
     DDRB |= (1 << 2);  // setting PORTB.2 as an output DDRB |= (1 << 1);  // setting PORTB.1 as an output PORTB |= (1 << 2);  // enabling pull up
   while (1)
          if(!(PINC & (1 << PINC3)))
               else if (!(PIND & (1 << PIND2)))
               EICRA = 0 \times 02; // make INTO falling edge
triggered
               0
                                           // enable interrupts
               sei();
          }
}
                                       // ISR for external
ISR(INTO vect)
interrupt 0
```

```
{
            PORTB ^{-} ~ (1 << 3); // toggle PORTB.3 on
            _delay_ms(500);
PORTB |= (1 << 3);
                                                 // delaying for 500ms
                                                 // toggle PORTB.3 off
}
Task 3 Assembly
; DA 2 Assembly.asm
; Created 2/19/2022 2:26:46 PM
; Author : Dylan Cazares
; Task 3
.include <m328pbdef.inc>
.ORG 0
                      ; location for reset
JMP MAIN
.ORG 0x02 ; location for external interrupt 0 JMP EX0_ISR ; jump to EX0_ISR
MAIN:
      CBI DDRC, 3 ; setting PORTC.3 as an input SBI DDRB, 2 ; setting PORTB.2 as an output SBI DDRB, 3 ; setting PORTB.3 as an output CBI DDRD, 2 ; setting PORTD.2 as an input
; stack initialization
LDI R20, HIGH (RAMEND)
OUT SPH, R20
LDI R20, LOW(RAMEND)
OUT SPL, R20
L1:
                                   ; skip if PINC.3 is cleared
      SBIC PINC, 3
      RJMP L1
                                                   ; if PINC.3 cleared, check
for input on PINC.3
      CBI PORTB, 2
                                            ; turn PORTB.2 LED on
      ; calling 250MS Delay five times to generate a delay of 1.25 seconds
      CALL DELAY 250ms
      CALL DELAY 250ms
      CALL DELAY 250ms
      CALL DELAY_250ms
      CALL DELAY 250ms
LDI R20, 0x02
                                           ; make INTO falling edge triggered
STS EICRA, R20
                                           ; store falling edge in EICRA
SBI DDRD, 1
                                            ; activating pull up
LDI R20, 1 << INTO
                                            ; enable INTO
OUT EIMSK, R20
                                           ; storeing R20 in EIMSK location
SEI
                                                   ; enable interrupt
      SBI PINB, 2
                                   ; turn PINB.2 LED off
```

```
DELAY 250ms:
                               ; delay subroutine to generate a
delay of 0.25 seconds
     LDI R17, 16
                                      ; R17 = 16
     L1 Delay:
          LDI R18, 200
                                      ; R18 = 200
           L2 Delay:
                LDI R19, 249 ; R19 = 249
                NOP
                                            ; No Operation (do nothing)
                NOP
                                            ; No Operation (do nothing)
                L3 Delay:
                      NOP
                                           ; No Operation (do nothing)
                      NOP
                                            ; No Operation (do nothing)
                     DEC R19 ; decrement R19
BRNE L3_Delay ; Branch to L3_Delay if R19 is not
equal to 0
                      DEC R18
                                            ; Decrement R18
                      BRNE L2_Delay ; Branch to L2_Delay if R18 is not
equal to 0
                     DEC R17
                                            ; Decrement R17
                      BRNE L1_Delay ; Branch to L1_Delay if R17 is not
equal to 0
                      RET
                                           ; return to caller
EX0 ISR:
     L2:
           SBIC PIND, 2 ; skip if PIND.2 is cleared
           RJMP L2
                                         ; if PIND.2 is 0 skip to
next
           CBI PORTB, 3
                                      ; Turn PINB.3 LED on
           CALL DELAY_250ms ; delay 250ms CALL DELAY_250ms ; delay 250ms
           SBI PINB, 2
                                      ; Turn PINB.3 LED off
           RETI
                                       ; return from Interrupt
```

4. SCHEMATICS



5. SCREENSHOTS OF EACH TASK OUTPUT (ATMEL STUDIO OUTPUT)

Assembly Output Task 1/2

Assembly Output Task 3

```
Build started: Project: UB_Jassemby, Ubragerstare.

FreeBall distracted: Project: UB_Jassemby, Ubragerstare.

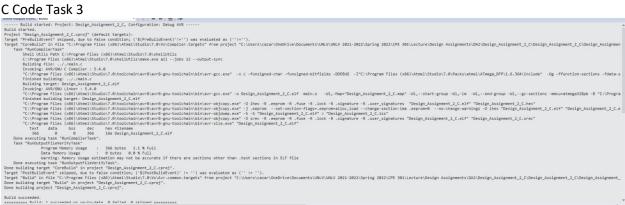
FreeBall distracted: Support (of feature (legs[st)):

FreeBall distracted: Support (of the Compared of the Com
```

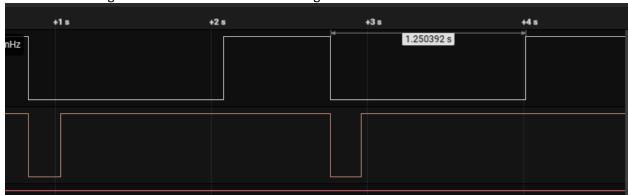
C Code Task 2

```
esign_Assignment_2_C, Configuration: Debug AVR --
make: *** [main.o] Error 1
Building file: ././main.c
Invoking: MAPORUM Compiler: 5.4.0
Invoking: MAPORUM Compiler: MAPORUM Com
```

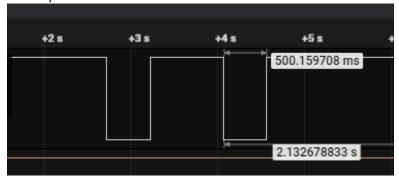
C Code Task 3



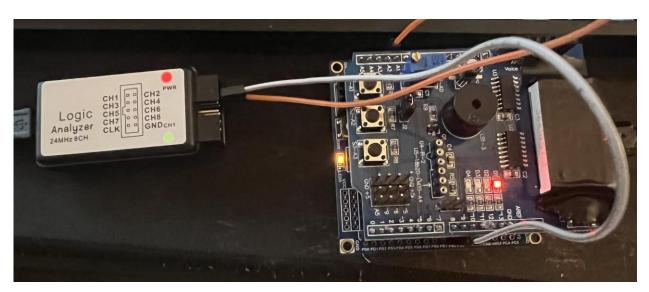


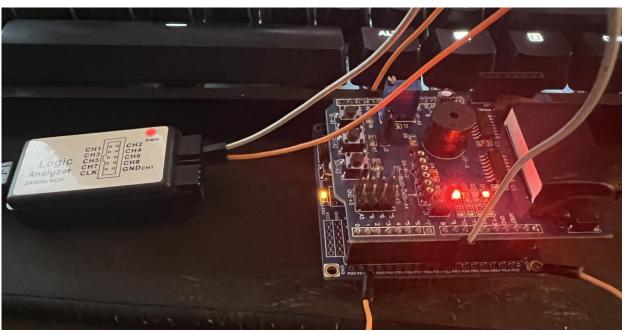


Interrupt of 500ms



6. SCREENSHOT OF EACH DEMO (BOARD SETUP)





7. VIDEO LINKS OF EACH DEMO

https://www.youtube.com/watch?v=j-aoKB34RRU

8. GITHUB LINK OF THIS DA

https://github.com/DylanCaz/Submission DA/tree/main/Design Assignments sub/DA 2 sub

Student Academic Misconduct Policy

http://studentconduct.unlv.edu/misconduct/policy.html

"This assignment submission is my own, original work".

Dylan Cazares