電工實驗(四) 數位實驗(四)ADC

班級:電機三乙

組別:第12組

學號:B103012002

姓名: 林凡皓

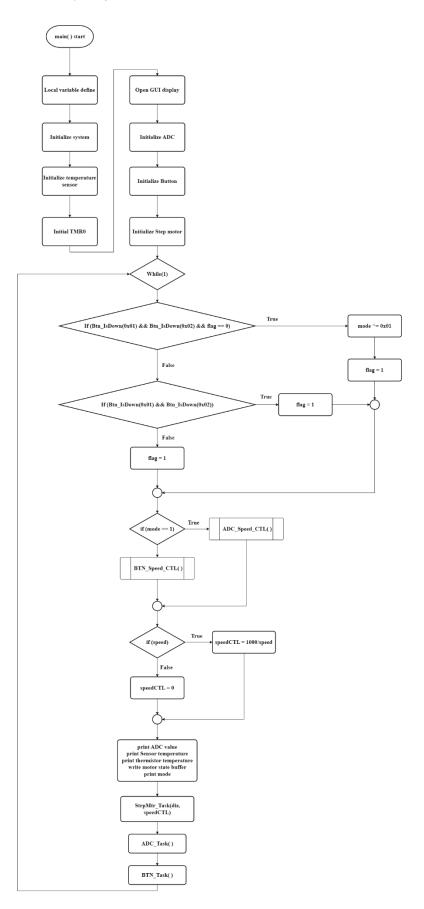
一、 Code 與註解

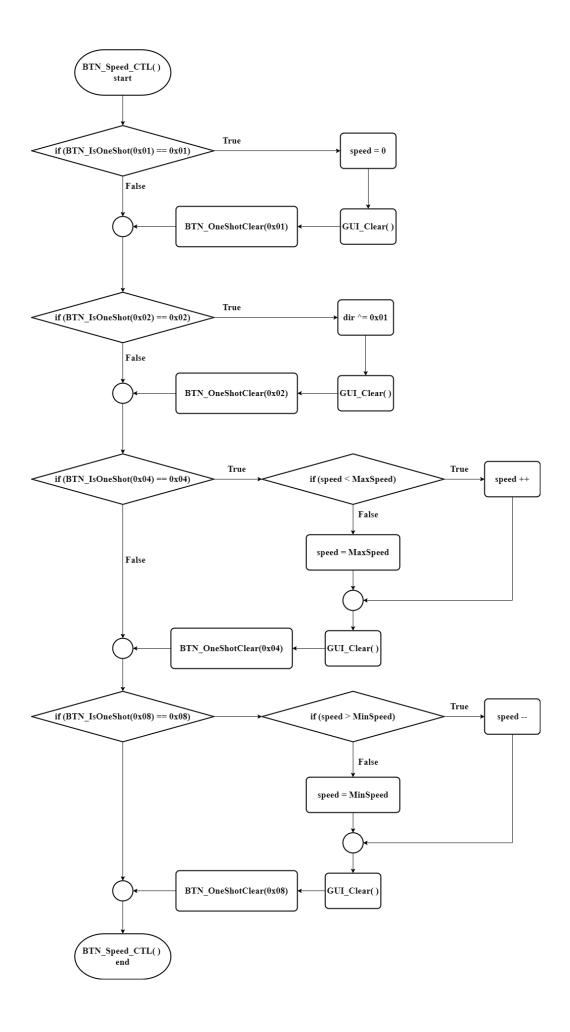
```
#include "NuMicro.h"
#include "ADCAgent.h"
#include "TempSensor.h"
#include "system_init.h"
#include "display.h"
#include "tmr.h"
#include "GUI.h"
#include "sys.h"
#include "BNCTL.h"
#include "StepMotorAgent.h"
/* define max and mini speed */
#define MaxSpeed
                    17
#define MinSpeed
/* global variable define */
uint32 t timecount = 0;
uint32_t speed;
uint8 t dir;
uint8_t mode;
uint8_t flag;
/* function define */
void BTN_Speed_CTL(void);
void ADC_Speed_CTL(void);
int main(void)
     /* local variable define */
     char ADC_value_buf[20];
     char M487sensor_temp_value_buf[20];
     char thermistor_temp_value_buf[20];
     char speed_buf[20];
     char mode_buf[20];
  uint32_t speedCTL;
     /* Init System, peripheral clock */
     SYS_Init();
     /* Init temputer sensor */
     Temp_Sensor_Enable();
     /* Init TMR0 for timecount */
     TMR0_Initial();
     /* Opem GUI display */
     Display_Init();
     /* Init ADC */
     ADC_Initial();
   /* Init Button */
  BTN_init();
  /*Init Step Motor */
  StepMtr_Initial();
     dir = 1;
     speed = 10;
     mode = 0x00;
     flag = 0;
```

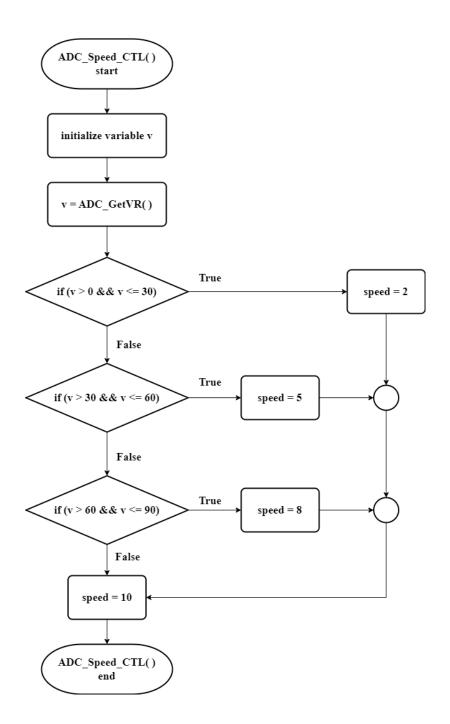
```
while(1)
     /* define how to change mode */
    // change mode when pressing both SW1 and SW2
if(Btn_IsDown(0x01) && Btn_IsDown(0x02) && flag == 0){
         mode ^= 0x01;
         flag = 1;
     else {
         if(Btn_IsDown(0x01) && Btn_IsDown(0x02)){
              flag = 1;
         flag = 0;
     /* define speed control of different mode */
    if(mode==1)
        ADC_Speed_CTL();
    BTN_Speed_CTL();
     /* Step motor output */
    if(speed)
         speedCTL = 1000/speed;
    speedCTL = 0;
    /* Print ADC value */
sprintf(ADC_value_buf, "ADC value : %03d", ADC_GetVR());
    Display_buf(ADC_value_buf, 1, 1);
/* Print Sensor temperature */
    printf(M487sensor_temp_value_buf, "M487sensor_temp : %2.1f", ADC_GetM487Temperature());
Display_buf(M487sensor_temp_value_buf, 1, 40);
    /* Print Thermistor temperature */
    sprintf(thermistor_temp_value_buf, "ThermistorTemp : %d", ADC_ConvThermistorTempToReal());
    Display_buf(thermistor_temp_value_buf, 1, 79);
    /* write motor state buffer */
sprintf(speed_buf,"Speed: %02d rpm" , speed*6);//6~102
    Display_buf(speed_buf, 1, 118);
    sprintf(mode buf, "Mode : %d", mode);
    Display_buf(mode_buf, 1,157);
    /* Motor Task */
    StepMtr_Task(dir, speedCTL);
/* Get ADC value */
    ADC_Task();
    /* Scan button*/
    BTN_task();
}
```

```
/* BTN_Speed_CTL define */
void BTN_Speed_CTL(void) {
   if(Btn_IsoneShot(0x01) == 0x01){
            //speed control
            speed = 0;
//clear the GUI display
            GUI_Clear();
            //clear one-shot flag
Btn_OneShotClear(0x01);
        if(Btn_IsOneShot(0x02) == 0x02){
    dir ^= 0x01;
            //clear the GUI display
            GUI_Clear();
            Btn_OneShotClear(0x02);
        if(Btn_IsOneShot(0x04) == 0x04){
            // speed up when the speed does not exceed maximum speed
if(speed < MaxSpeed)</pre>
                speed ++;
            else
            speed = MaxSpeed;
GUI_Clear();
            Btn_OneShotClear(0x04);
        if(Btn_IsOneShot(0x08) == 0x08){
   //speed down when the speed is larger than minimum speed
            if(speed > MinSpeed)
                speed --;
            else
                speed = MinSpeed;
            GUI_Clear();
            Btn_OneShotClear(0x08);
/* ADC Speed CTL define */
void ADC_Speed_CTL(void) {
     uint8_t v;
     v = ADC_GetVR();
     // define four different speed due to different value of v
     if(v >= 0 && v <= 30)
           speed = 2;
     else if (v > 30 && v <= 60)
           speed = 5;
     else if (v > 60 && v <= 90)
           speed = 8;
     else
           speed = 10;
```

二、 流程圖







三、 心得

這次實驗除了像之前一樣透過按鈕來控制馬達轉速之外,我們還透過可變電阻來控制馬達轉速,並將可變電阻值以及目前控制轉速的模式顯示在板子上,來幫助我們確認 code 以及焊接電路板是否功能正確。這次的 code 算是比較容易的,主要就是判斷什麼情況要改變模式,以及兩個模式分別要由按鈕或是可變電阻來控制轉速。但是這次實驗焊接電路板發生了一些問題,主要是在接往 3.3V 的那一根腳位沒有焊接好,導致在可變電阻模式下,ADC 數值會一直跳來跳去。