

# Session 1

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## Git version-control system, AVR tools

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# Lab assignment

## 1. Link to my repository on GitHub

<https://github.com/GuicoRM/Digital-Electronics-2>

## 2. What is the meaning of: |, &, ^, ~, << binary operators?

| → **OR**

<b>A</b>	<b>B</b>	<b>OR</b>
0	0	0
0	1	1
1	0	1
1	1	1

& → **AND**

<b>A</b>	<b>B</b>	<b>AND</b>
0	0	0
0	1	0
1	0	0
1	1	1

**$\wedge$  → XOR**

<b>A</b>	<b>B</b>	<b>XOR</b>
0	0	0
0	1	1
1	0	1
1	1	0

**$\sim$  → One's complement**

<b>A</b>	<b><math>\sim</math></b>
0	1
1	0

**$\ll$  → Left shift operator**

Number of places to shift

### 3. Morse code application: “DE2”

I designed the program considering:

- a) Little period of time between letters
- b) Long morse code is three times greater than short morse code

```
/*
 * Proyecto1.c
 *
 * Created: 29/09/2020 16:24:34
 * Author : Guillermo Cortés Orellana (@GuicoRM on GitHub)
 */

/*****
 *
 * Blink "DE2" a LED and use function from the delay library.
 * ATmega328P (Arduino Uno), 16 MHz, AVR 8-bit Toolchain 3.6.2
 *
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 *
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 *
 *****/

/* Defines -----*/
#define LED_GREEN PB5 // AVR pin where green LED is connected
#define SHORT_DELAY 500 // Delay in milliseconds
#define SHORT_DELAY2 1500 // Delay in milliseconds
#ifndef F_CPU
#define F_CPU 16000000 // CPU frequency in Hz required for delay
#endif

/* Includes -----*/
#include <util/delay.h> // Functions for busy-wait delay loops
#include <avr/io.h> // AVR device-specific IO definitions
```

```

/* Includes -----*/
#include <util/delay.h>    // Functions for busy-wait delay loops
#include <avr/io.h>        // AVR device-specific IO definitions

/* Functions -----*/
/**
 * Main function where the program execution begins. Toggle one LED
 * and use function from the delay library.
 */
int main(void)
{
    // Set pin as output in Data Direction Register
    // DDRB = DDRB or 0010 0000
    DDRB = DDRB | (1<<LED_GREEN);

    // Set pin LOW in Data Register (LED off)
    // PORTB = PORTB and 1101 1111
    PORTB = PORTB & ~(1<<LED_GREEN);

    // Infinite loop
    while (1)
    {

        // Infinite loop
        while (1)
        {
            // Pause several milliseconds
            _delay_ms(SHORT_DELAY);

            // Invert LED in Data Register
            // PORTB = PORTB xor 0010 0000

            // D
            PORTB = PORTB ^ (1<<LED_GREEN);

            _delay_ms(SHORT_DELAY2); // 3 HIGH
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 LOW
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 HIGH
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 LOW
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 HIGH
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY2); // 3 LOW (WAIT BETWEEN LETTERS)

            // E
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 UP
            PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
            _delay_ms(SHORT_DELAY); // 1 LOW
            _delay_ms(SHORT_DELAY2); // 3 LOW (WAIT BETWEEN LETTERS)
        }
    }
}

```

```

// 2
PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); // 1 HIGH
PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); // 1 LOW

PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); // 1 HIGH
PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); // 1 LOW

PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY2); // 3 HIGH
PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); //1 LOW

PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY2); // 3 HIGH
PORTB = PORTB ^ (1<<LED_GREEN); // CHANGE
_delay_ms(SHORT_DELAY); // 1 LOW
_delay_ms(SHORT_DELAY2); // 3 LOW (WAIT BETWEEN LETTERS)

}

// Will never reach this
return 0;
}

```