

Mechatronics Engineering

Lab 4

Practice Lab

In Lab Project:

It is required to build a circuit with one push button and two LEDs.

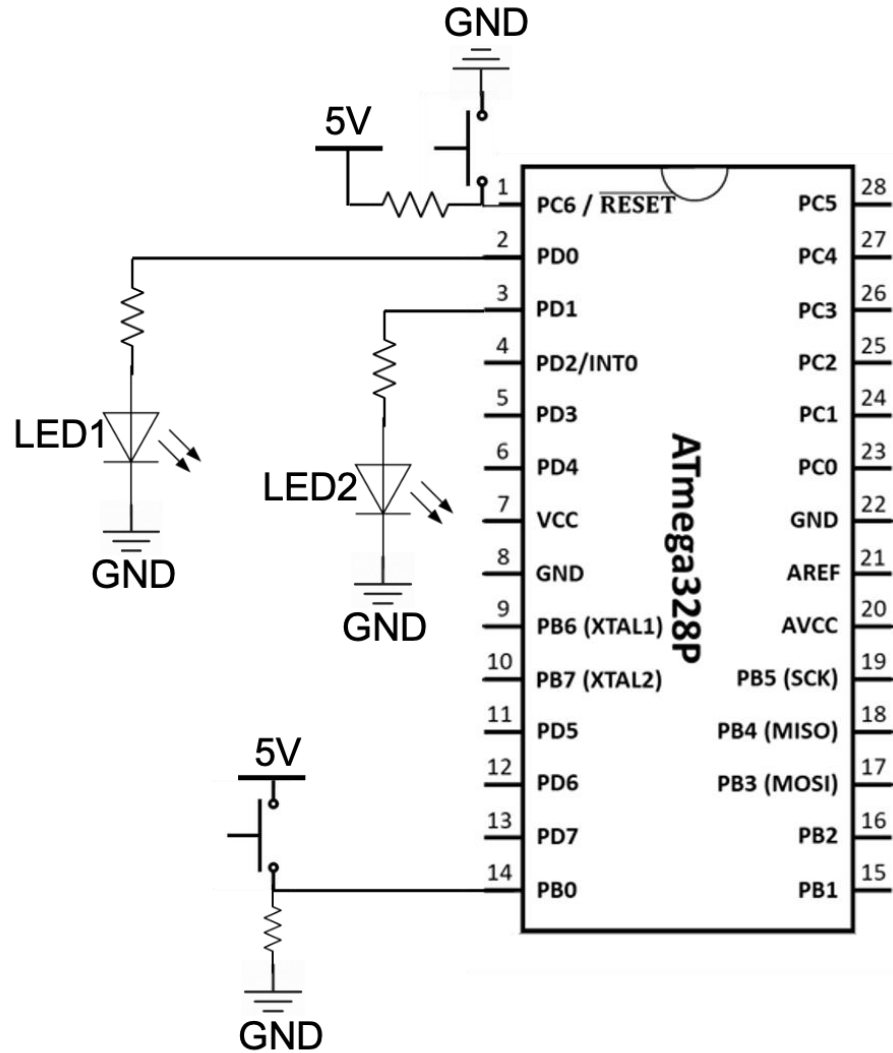
Circuit Operation:

- When the user presses the push button, the first LED turns on.
- LED two should blink every 200ms and this never changes during operation.

Design Requirements:

- Use the AVR embedded board.
- Use Embedded C for programming.
- The push button is connected to PB0 and the two LEDs are connected to PD1:PD0.
- Include a reset push button in your hardware implementation.

In Lab Project:



In Lab Project: (Solution)

Here is the pseudo-code of the software approach to be used.

1. Input-Output Configuration:
 - a) Configure **PD1-PD0** as **outputs** and **PB0** as **input**.
 - b) Clear **PD1-PD0**.
 - c) Initialize global variables.
2. Configure Timer0 control registers and enable global interrupt.
3. Operation 1:
 - a) Check if push button is pressed from PINB, turn on LED 1.
 - b) Else push button is not pressed, turn off LED 1.
 - c) Go to step 3.
4. Operation 2:
 - a) Check if overflow time passed then clear overflow variable toggle output.
 - b) Else overflow time didn't pass then increase overflow variable.

In Lab Project: (Solution)

• TCCR0A (Timer/Counter 0 Control Register A):

Bit	7	6	5	4	3	2	1	0	
0x24 (0x44)	COM0A1	COM0A0	COM0B1	COM0B0	–	–	WGM01	WGM00	TCCR0A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

• Bits 1:0 – WGM01:0: Waveform Generation Mode

Combined with the WGM02 bit found in the TCCR0B register, these bits control the counting sequence of the counter, the source for maximum (TOP) counter value, and what type of waveform generation to be used, see [Table 14-8](#). Modes of operation supported by the Timer/Counter unit are: Normal mode (counter), clear timer on compare match (CTC) mode, and two types of pulse width modulation (PWM) modes (see [Section 14.7 “Modes of Operation” on page 78](#)).

Table 14-8. Waveform Generation Mode Bit Description

Mode	WGM02	WGM01	WGM00	Timer/Counter Mode of Operation	TOP	Update of OCRx at	TOV Flag Set on ⁽¹⁾⁽²⁾
0	0	0	0	Normal	0xFF	Immediate	MAX
1	0	0	1	PWM, phase correct	0xFF	TOP	BOTTOM
2	0	1	0	CTC	OCRA	Immediate	MAX
3	0	1	1	Fast PWM	0xFF	BOTTOM	MAX
4	1	0	0	Reserved	–	–	–
5	1	0	1	PWM, phase correct	OCRA	TOP	BOTTOM
6	1	1	0	Reserved	–	–	–
7	1	1	1	Fast PWM	OCRA	BOTTOM	TOP

Notes: 1. MAX = 0xFF

2. BOTTOM = 0x00

In Lab Project: (Solution)

- TCCR0B (Timer/Counter 0 Control Register B):**

Bit	7	6	5	4	3	2	1	0	
0x25 (0x45)	FOC0A	FOC0B	–	–	WGM02	CS02	CS01	CS00	TCCR0B
Read/Write	W	W	R	R	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- Bits 2:0 – CS02:0: Clock Select**

The three clock select bits select the clock source to be used by the Timer/Counter.

Table 14-9. Clock Select Bit Description

CS02	CS01	CS00	Description
0	0	0	No clock source (Timer/Counter stopped)
0	0	1	$\text{clk}_{\text{I/O}}$ /(no prescaling)
0	1	0	$\text{clk}_{\text{I/O}}/8$ (from prescaler)
0	1	1	$\text{clk}_{\text{I/O}}/64$ (from prescaler)
1	0	0	$\text{clk}_{\text{I/O}}/256$ (from prescaler)
1	0	1	$\text{clk}_{\text{I/O}}/1024$ (from prescaler)
1	1	0	External clock source on T0 pin. Clock on falling edge.
1	1	1	External clock source on T0 pin. Clock on rising edge.

In Lab Project: (Solution)

The AVR status register – **SREG** – is defined as:

Bit	7	6	5	4	3	2	1	0	
0x3F (0x5F)	I	T	H	S	V	N	Z	C	SREG
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – I: Global Interrupt Enable**

The global interrupt enable bit must be set for the interrupts to be enabled. The individual interrupt enable control is then performed in separate control registers. If the global interrupt enable register is cleared, none of the interrupts are enabled independent of the individual interrupt enable settings. The I-bit is cleared by hardware after an interrupt has occurred, and is set by the RETI instruction to enable subsequent interrupts. The I-bit can also be set and cleared by the application with the SEI and CLI instructions, as described in the instruction set reference.

TIMSK0 – Timer/Counter Interrupt Mask Register

Bit	7	6	5	4	3	2	1	0	
(0x6E)	–	–	–	–	–	OCIE0B	OCIE0A	TOIE0	TIMSK0
Read/Write	R	R	R	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 0 – TOIE0: Timer/Counter0 Overflow Interrupt Enable**

When the TOIE0 bit is written to one, and the I-bit in the status register is set, the Timer/Counter0 overflow interrupt is enabled. The corresponding interrupt is executed if an overflow in Timer/Counter0 occurs, i.e., when the TOV0 bit is set in the Timer/Counter 0 interrupt flag register – TIFR0.

In Lab Project: (Solution)

- **TIFR0 (Timer/Counter 0 Interrupt Flag Register):**

Bit	7	6	5	4	3	2	1	0	
0x15 (0x35)	–	–	–	–	–	OCF0B	OCF0A	TOV0	TIFR0
Read/Write	R	R	R	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 0 – TOV0: Timer/Counter0 Overflow Flag**

The bit TOV0 is set when an overflow occurs in Timer/Counter0. TOV0 is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, TOV0 is cleared by writing a logic one to the flag. When the SREG I-bit, TOIE0 (Timer/Counter0 overflow interrupt enable), and TOV0 are set, the Timer/Counter0 overflow interrupt is executed.

In Lab Project: (Solution)

Interrupt	Vector Name in WinAVR
External Interrupt request 0	INT0_vect
External Interrupt request 1	INT1_vect
External Interrupt request 2	INT2_vect
Time/Counter2 Compare Match	TIMER2_COMP_vect
Time/Counter2 Overflow	TIMER2_OVF_vect
Time/Counter1 Capture Event	TIMER1_CAPT_vect
Time/Counter1 Compare Match A	TIMER1_COMPA_vect
Time/Counter1 Compare Match B	TIMER1_COMPB_vect
Time/Counter1 Overflow	TIMER1_OVF_vect
Time/Counter0 Compare Match	TIMER0_COMP_vect
Time/Counter0 Overflow	TIMER0_OVF_vect
SPI Transfer complete	SPI_STC_vect
USART, Receive complete	USART0_RX_vect
USART, Data Register Empty	USART0_UDRE_vect
USART, Transmit Complete	USART0_TX_vect
ADC Conversion complete	ADC_vect
EEPROM ready	EE_RDY_vect
Analog Comparator	ANALOG_COMP_vect
Two-wire Serial Interface	TWI_vect
Store Program Memory Ready	SPM_RDY_vect

In Lab Project: (Solution)

