



Lab 1

Tuesday 14:15

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Introduction

Try using the C in Keil to write the program that runs on STM32L476VGT6 Discovery board. The program should blink green or red LEDs on the board. Also using the structures and pointer to access the registers in the peripheral.

Procedure

We downloaded the zip pack Minimal C template to get a barebone project to work with.

Part 1

We write C programs that combine two strings to a new string. Then we write a C program to calculate the 25 elements of the Fibonacci sequence.

Part 2

We look up the stm32l476xx.h header file to find/understand the structure of the peripheral system. We find the typedef part of the header file, searching for the GPIO ports and pins we want to initialize, then we use those structures and their substructures to navigate to find the pointers to the peripheral registers. Then other things are easy C programming. We make subroutines that turn on and off red or green leds.

Results

Place the results of your experiments and tasks here. Tables, charts, screenshots, etc..
Answer any questions from the lab document here.

For the delaymicro(), we know the clock rate is 80MHz, so it can run 80M instructions per second. So one instruction takes 1.25×10^{-8} seconds to run, if we want 1 microsecond, then we need 80 instructions. If the increase index in "for loop" takes one instruction, then we need 80 loops in the "for loop".

Disassembly

Address	Disassembly	Comment
34:	while(1) {	
0x08000508	BF00	NOP
0x0800050A	E7FE	B 0x0800050A
0x0800050C	0010	DCW 0x0010
0x0800050E	2000	DCW 0x2000
0x08000510	0000	DCW 0x0000
0x08000512	2000	DCW 0x2000
0x08000514	0074	DCW 0x0074
0x08000516	2000	DCW 0x2000
0x08000518	0007	DCW 0x0007

main.c startup_stm321476xx.s stm321476xx.h SysClock.c

```

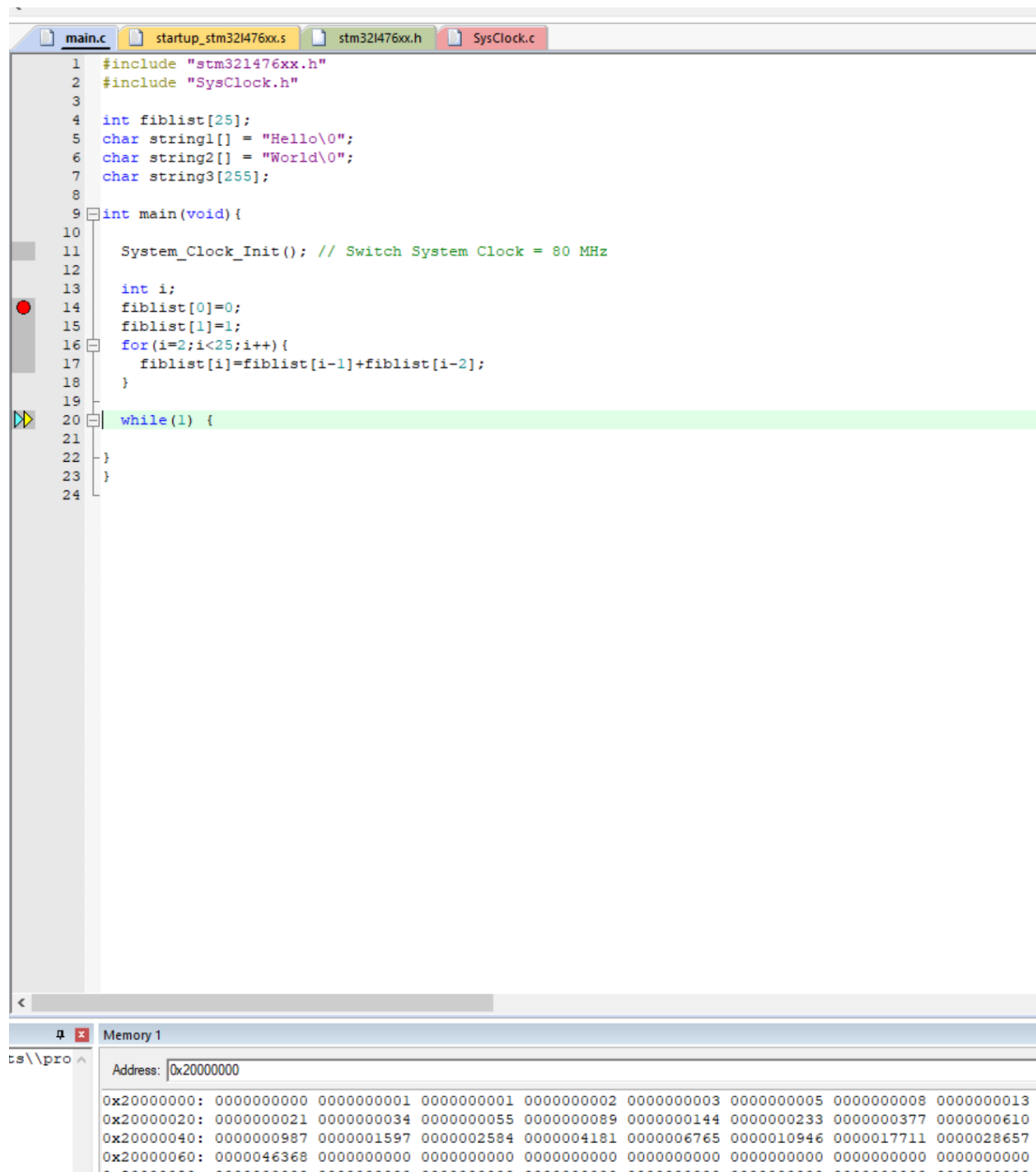
1  #include "stm321476xx.h"
2  #include "SysClock.h"
3
4  int fiblist[25];
5  char string1[] = "Hello\0";
6  char string2[] = "World\0";
7  char string3[255];
8
9  int main(void){
10
11     System_Clock_Init(); // Switch System Clock =
12
13     int i;
14     fiblist[0]=0;
15     fiblist[1]=1;
16     for(i=2;i<25;i++){
17         fiblist[i]=fiblist[i-1]+fiblist[i-2];
18     }
19     char *ptr1 = string1;
20     char *ptr2 = string3;
21     while(*ptr1 != '\0'){
22         *ptr2 = *ptr1;
23         ptr2++;
24         ptr1++;
25     }
26     *ptr2 = ' ';
27     ptr2++;
28     ptr1 = string2;
29     while(*ptr1 != '\0'){
30         *ptr2 = *ptr1;
31         ptr2++;
32         ptr1++;
33     }
34     while(1) {
35
36     }
37 }
38

```

Memory 1

Address: string3

0x20000074: Hello World.....



```
1 #include "stm321476xx.h"
2 #include "SysClock.h"
3
4 int fiblist[25];
5 char string1[] = "Hello\0";
6 char string2[] = "World\0";
7 char string3[255];
8
9 int main(void) {
10     System_Clock_Init(); // Switch System Clock = 80 MHz
11
12     int i;
13     fiblist[0]=0;
14     fiblist[1]=1;
15     for(i=2;i<25;i++){
16         fiblist[i]=fiblist[i-1]+fiblist[i-2];
17     }
18
19     while(1) {
20     }
21 }
22
23
24
```

Memory 1

Address: 0x20000000

0x20000000:	0000000000	0000000001	0000000001	0000000002	0000000003	0000000005	0000000008	0000000013
0x20000020:	0000000021	0000000034	0000000055	0000000089	0000000144	0000000233	0000000377	0000000610
0x20000040:	0000000987	0000001597	0000002584	0000004181	0000006765	0000010946	0000017711	0000028657
0x20000060:	0000046368	0000000000	0000000000	0000000000	0000000000	0000000000	0000000000	0000000000
...

Part 2

Conclusion

Henry: In this lab, we learned how to write C code for embedded systems. Also learned how to use the structures and pointers to quickly find the peripheral register we need.

Appendix

Place code and other data here

```
#include "stm321476xx.h"
#include "SysClock.h"

int fiblist[25];
char string1[] = "Hello\0";
char string2[] = "World\0";
char string3[255];

int main(void){

    System_Clock_Init(); // Switch System Clock = 80 MHz

    int i;
    fiblist[0]=0;
    fiblist[1]=1;
    for(i=2;i<25;i++){
        fiblist[i]=fiblist[i-1]+fiblist[i-2];
    }
    char *ptr1 = string1;
    char *ptr2 = string3;
    while(*ptr1 != '\0'){
        *ptr2 = *ptr1;
        ptr2 ++;
        ptr1 ++;
    }
    *ptr2 = ' ';
    ptr2++;
    ptr1 = string2;
    while(*ptr1 != '\0'){
        *ptr2 = *ptr1;
        ptr2 ++;
        ptr1 ++;
    }
    while(1) {

    }
}
```

```
#include "stm321476xx.h"
#include "SysClock.h"
#include "stdint.h"
void red_on(){
    GPIOB->ODR |= GPIO_ODR_ODR_2;
    return;
}

void red_off(){
    GPIOB->ODR &= ~GPIO_ODR_ODR_2;
    return;
}

void red_toggle(){
    GPIOB->ODR ^= GPIO_ODR_ODR_2;
    return;
}

void green_on(){
    GPIOE->ODR |= GPIO_ODR_ODR_8;
    return;
}

void green_off(){
    GPIOE->ODR &= ~GPIO_ODR_ODR_8;
    return;
}

void green_toggle(){
    GPIOE->ODR ^= GPIO_ODR_ODR_8;
    return;
}

void delaymicro(unsigned int x){
    x=1;
    while(x!=6500000){
        x++;
    }
    return;
}
```

```

int main(void){

    System_Clock_Init(); // Switch System Clock = 80 MHz

    RCC->AHB2ENR |= 0x12;           //Port B and E Clock enabled

    GPIOB->MODER ^= GPIO_MODER_MODER2_1;           //Port B.2 set to push pull

    GPIOE->MODER ^= GPIO_MODER_MODER8_1;           //Port E.8 set to push pull

    //int i;
    //for(i=0;i<100;i++){
    //    red_toggle();
    //    delaymicro(500000);
    //}

    red_on();
    green_on();
    red_off();
    green_toggle();
    red_toggle();
    green_toggle();
    red_toggle();
    green_off();

    while(1) {
        red_toggle();
        delaymicro(500000);
        red_toggle();
        green_toggle();
        delaymicro(500000);
        green_toggle();
    }
}

```