

Class:	CPE301L Digital Systems Architecture and Design 1001			Semester:	Spring 2025
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		Document topic:	Postlab 2		
Instructor's comments:					

1. Introduction / Theory of Operation

This lab focused on getting familiar with Microchip Studio (formally Atmel Studio) by programming various projects using assembly and C on ATmega 328P boards. In the first two experiments, the code was provided in the lab manual so that we could get accustomed to implementing code on the boards. Afterward, we were tasked with writing our own code for the next two experiments to understand how different functions and variables interact together on the board.

2. Prelab Content

1. Prelab Question #3 - Bit Masking:

Bitmasking is when a number is modified or manipulated by applying a binary number to it using bitwise operations in programming. Each specific bit of the number can be manipulated using bit masking. A bitwise AND can be used to extract a subset of bits, a bitwise OR can be used to set a subset of bits, and a bitwise XOR can be used to toggle a subset of bits. For example:

```
int x = 11101010;
int mask = 00001101;
int result = x & mask;           // result = 00001010
// Using a bitwise AND (&) between the value (x) and the mask maps the 4 most
significant bits of mask (0000) over the 4 most significant bits of x (1110). This gives a
result of 00001010
which effectively extracts the 4 least significant bits of x (1010).
```

2. Identifying and Converting Numbers:

- Decimal: **101**
 - Binary Representation: 0b1100101
 - Hex Representation: 0x65
- Binary: **0b101**

- Decimal Representation: 5
- Hex Representation: 0x5
- Hexadecimal: **0x101**
 - Binary Representation: 0b100000001
 - Decimal Representation: 257

3. Operation Solutions:

- $1011 \gg 2$: Right shift of 2 (Divide by 4) = **0010**
- $1011 \wedge 1010$: 1011 XOR 1010

```

1011
1010
----
0001

```

- $1011 \wedge (\sim 1011)$: 1011 XOR NOT(1011), NOT(1011) = 0100

```

1011
0100
----
1111

```

- $1011 \& (\sim 0 \ll 2)$: 1011 AND (NOT(0) shifted left 2 bits)
NOT(0000) = 1111
 $1111 \ll 2 = 1100$
1011 AND 1100

```

1011
1100
----
1000

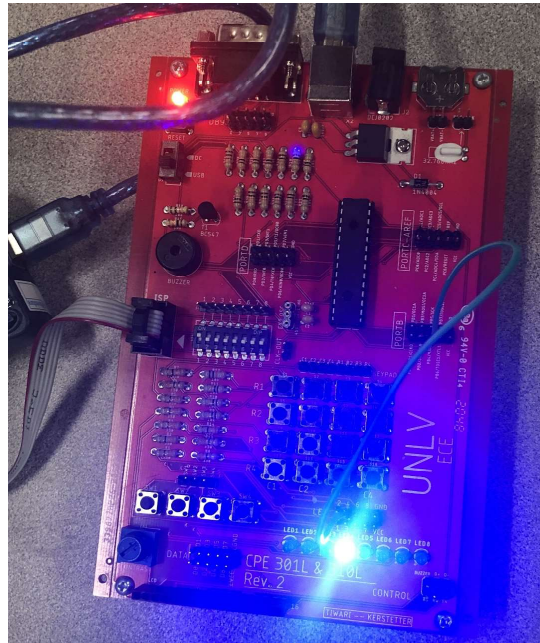
```

4. Status Register:

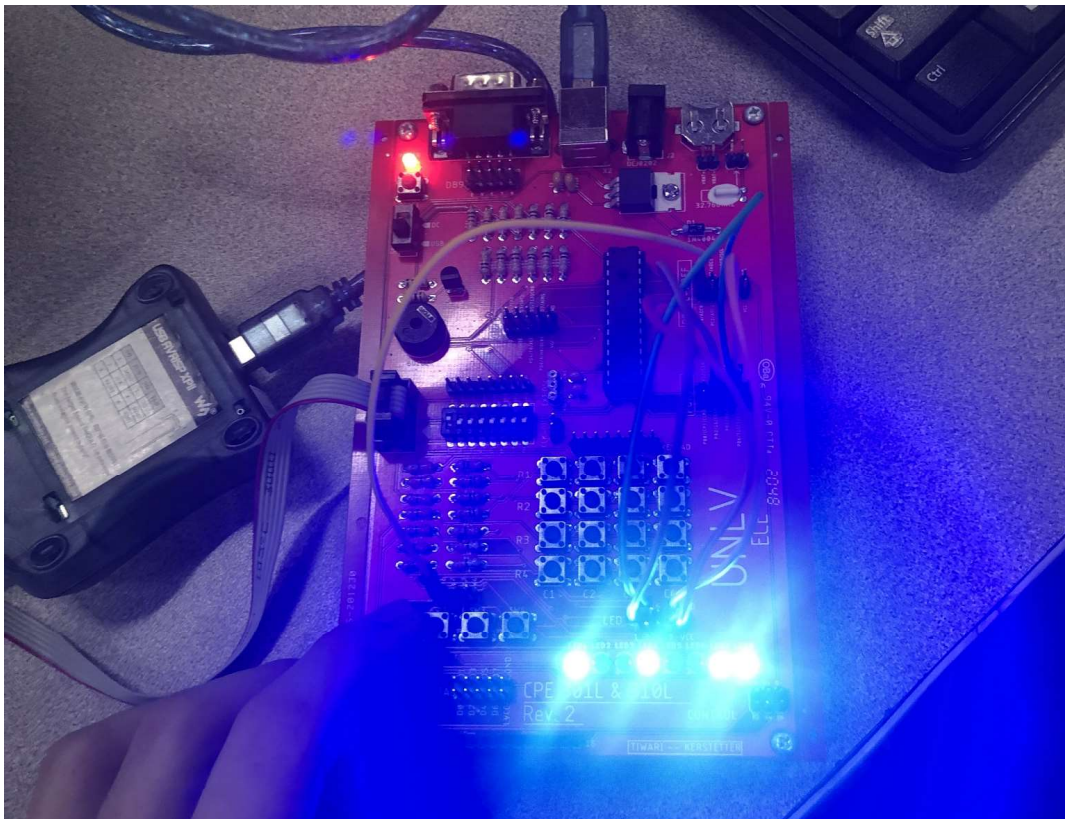
In AVR, the status register is an 8-bit register. It is used to tell the state of the processor after A/L operations occur (hence the name “status”). Essentially, the status register keeps track of the results of these operations. It is located in SRAM with special function registers and is made up of status bits, or flags. These flags are used to determine certain conditions such as carry, half carry, zero, negative, etc. In total, there are 6 conditions that set the status register. These conditions are addition/subtraction, multiplication, logical operations, comparison operations, shift/rotate, and branching/bit manipulation.

3. Description of Experiments

Experiment 1 - Board Picture:

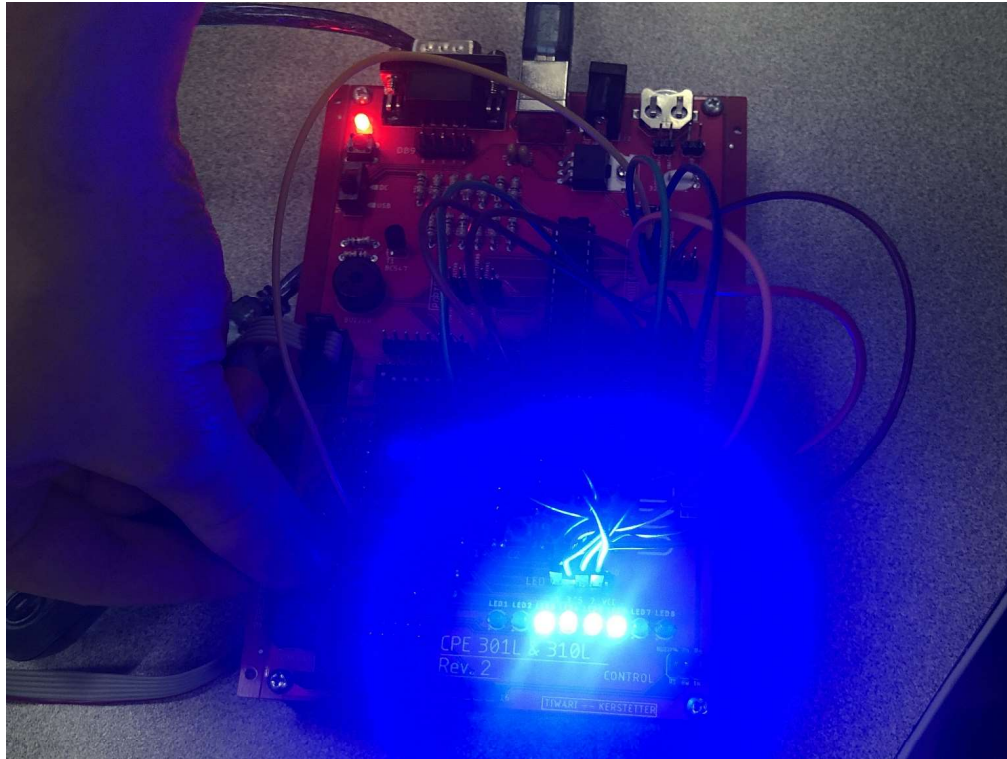


Experiment 2 - Board Picture:

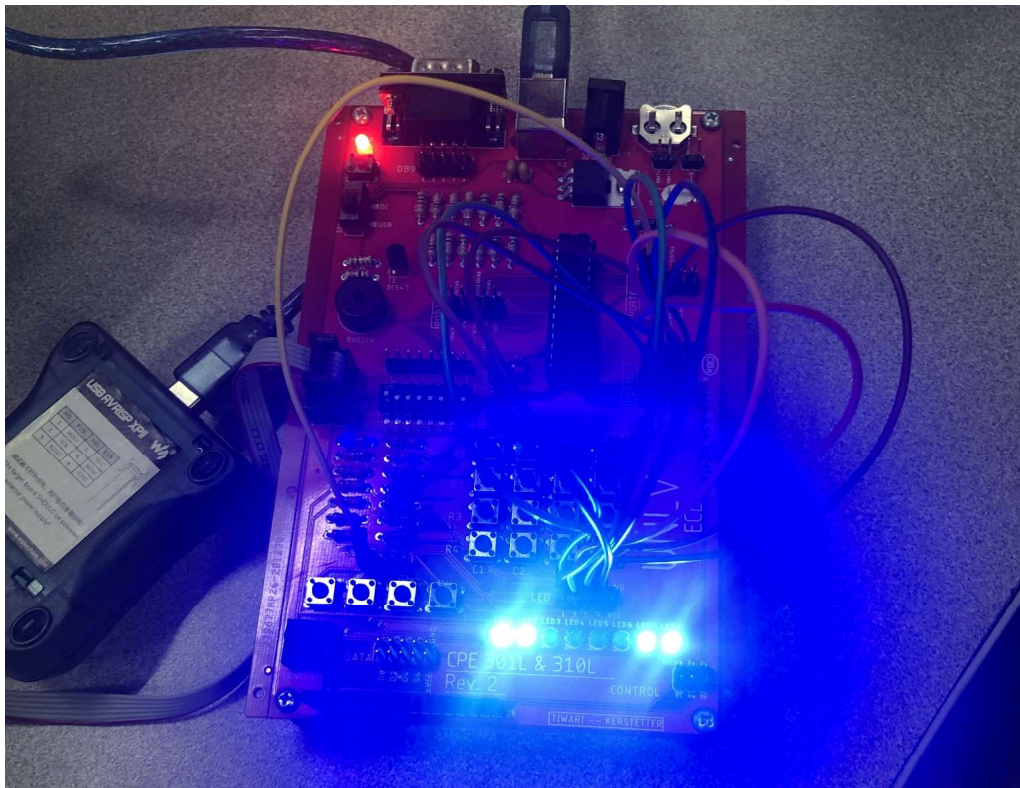


Experiment 3 - C and Assembly Code: *Zipped and Attached in Canvas Submission*

Experiment 3 - Sequence 1 (Button Pressed) Board Picture:

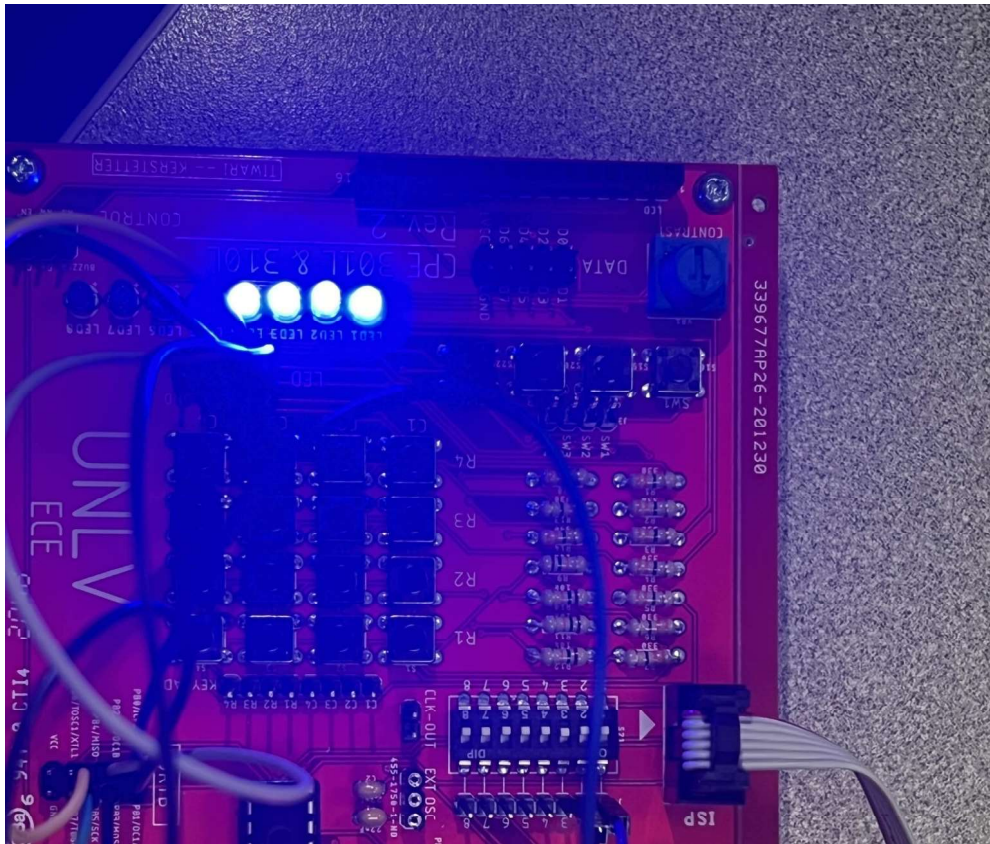


Experiment 3 - Sequence 2 (Button Not Pressed) Board Picture:

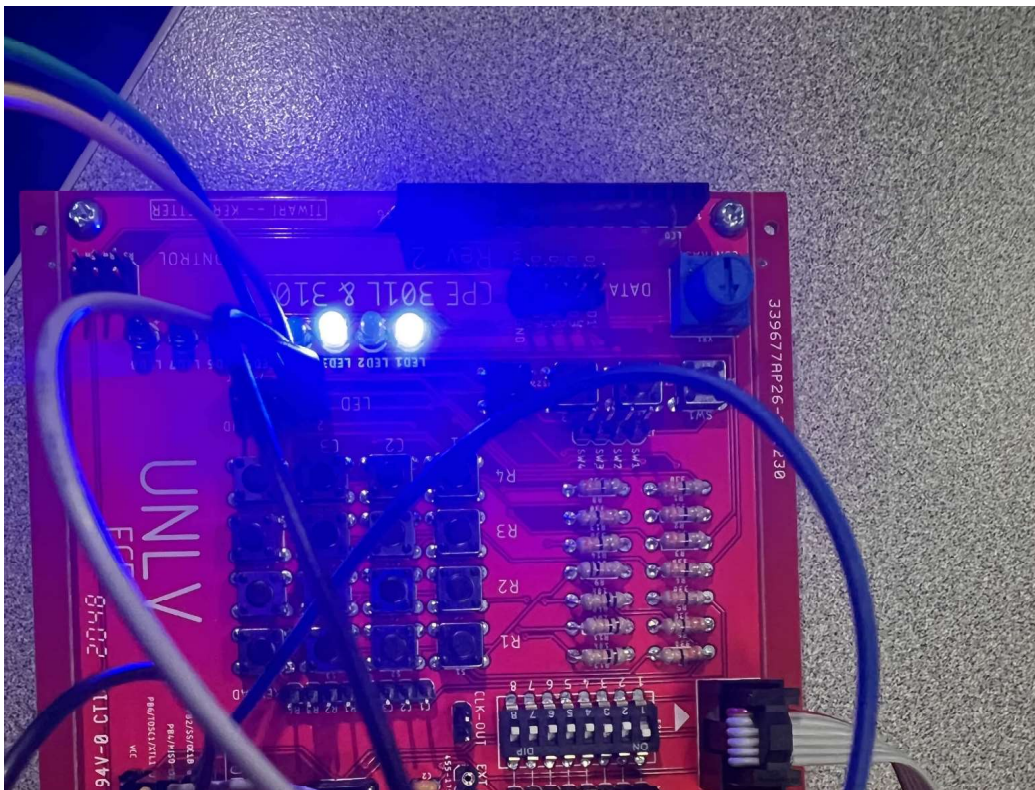


Experiment 4 - C and Assembly Code: *Zipped and Attached in Canvas Submission*

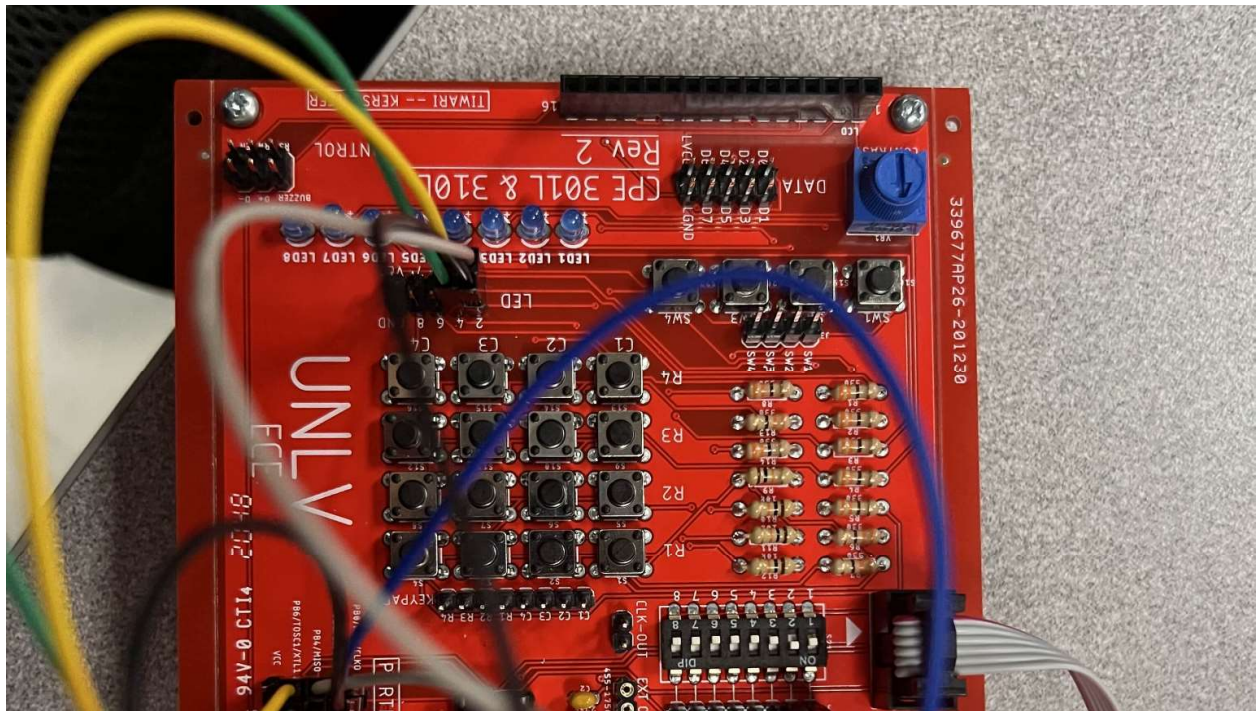
Experiment 4 - Dip Switch = 00 Board Picture:



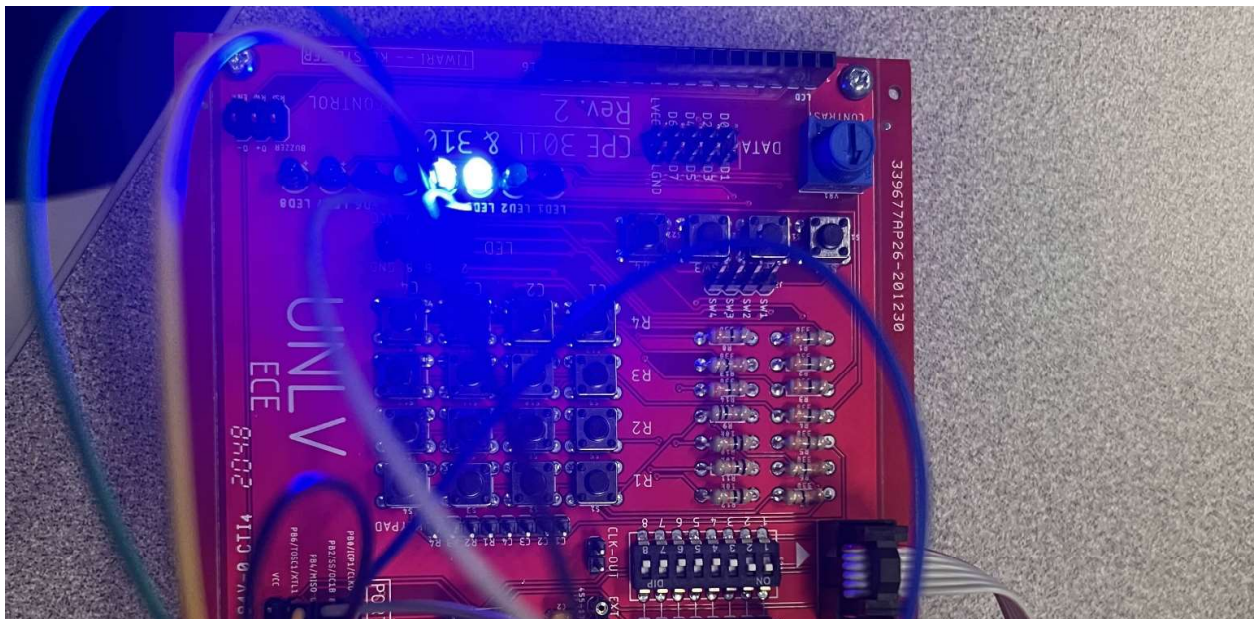
Experiment 4 - Dip Switch = 01 Board Picture:



Experiment 4 - Dip Switch = 10 Board Picture:



Experiment 4 - Dip Switch = 11 Board Picture:



Experiment 3 C Code Screenshot:

```
main.c  X ASF Wizard
main.c  c:\users\narek\Documents\Atmel Studio\7.0\GccApplication1\GccApplication1\main.c

#include <avr/io.h>
int main(void)
{
    DDRB = 0xFF; //set PORTB as an output for LED
    DDRC = 0x00; //set PORTC as an input PORT
    PORTC = 0xFF; //activate the pull-up resistor for PORTC

    while (1)
    {
        int MODE = PINC & 0x01;
        if ((MODE) == 0x01) //check if pushbutton connected to PINC.0 is pressed
            PORTB = 0xFF ^ 0xC3; //if the button is pressed, turn ON LEDs
        else
            PORTB = 0xFF & 0xC3; //if the button is not pressed, turn OFF LEDs
    }
}

Output
Show output from: Build
Using "RunOutputFileVerifyTask" task from assembly "C:\Program Files (x86)\Atmel\Studio\7.0\Extensions\Application\AvrGCC.dll".
Task "RunOutputFileVerifyTask"
    Program Memory Usage : 156 bytes 0.5 % Full
    Data Memory Usage : 0 bytes 0.0 % Full
    Warning: Memory Usage estimation may not be accurate if there are sections other than .text sections in ELF file
Done executing task "RunOutputFileVerifyTask".
Done building target "CoreBuild" in project "GccApplication1.cproj".
Target "PostBuildEvent" skipped, due to false condition; ('$(PostBuildEvent)' != '') was evaluated as ('' != '').
Target "Build" in file "C:\Program Files (x86)\Atmel\Studio\7.0\Avr\common.targets" from project "c:\users\narek\Documents\Atmel Studio\7.0\GccApplication1\GccApplication1\GccApplication1.cproj" (entry point):
Done building target "Build" in project "GccApplication1.cproj".
Done building project "GccApplication1.cproj".

Build succeeded.
***** Build: 1 succeeded or up-to-date, 0 failed, 0 skipped *****
```

Experiment 3 Assembly Code Screenshot:

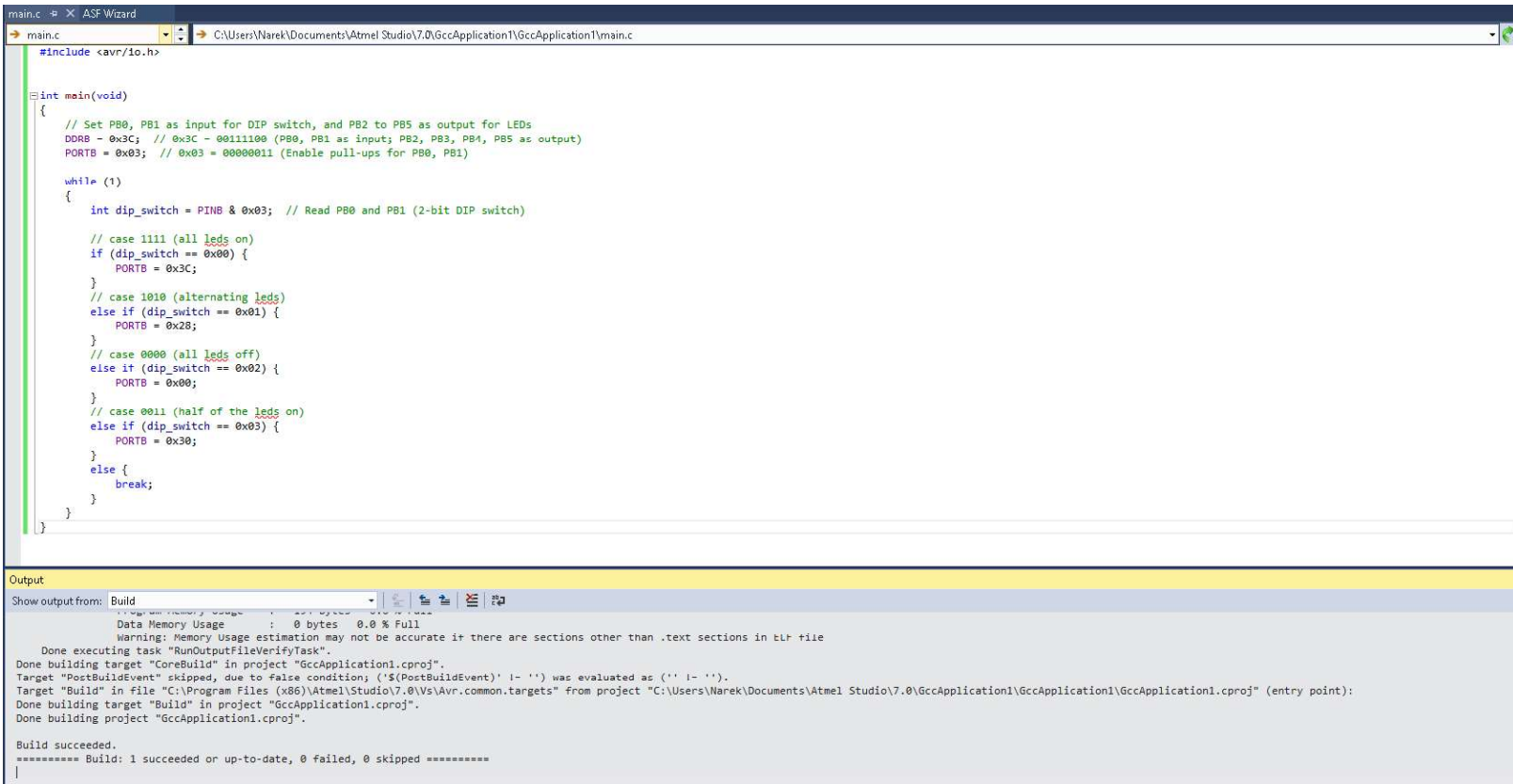
```
main.asm  X ASF Wizard

.org 0
ldi r16, 0xFF // load register with 0xFF
out DDRB,r16 //set PORTB as an output for LED
out PORTC,r16 //activate the pull-up resistor for PORTC
loop:
in r16, PINC //read the input status from PINC
and r16, 0x01 //masking
cpi r16, 0x01 //compare if PINC == 0x01, to check the button press
brreq MODE_ //if button is pressed, branch to label LEDON
ldi r16, 0xFF ^ 0xC3 //turn off the led, PORTB = 0x00
out PORTB, r16
rjmp loop
MODE_: //turn on the led , PORTB = 0xFF
ldi r16, 0xFF ^ 0xC3
out PORTB, r16

Output
Show output from: Build
[.text] 00000000 00000000 0 0 0 1024 0.0%
[.eseg] 0x00000000 0x00000000 0 0 0 1024 0.0%
Assembly complete, 0 errors, 0 warnings
Done executing task "RunAssemblerTask".
Done building target "CoreBuild" in project "AssemblerApplication1.asmproj".
Target "PostBuildEvent" skipped, due to false condition; ('$(PostBuildEvent)' != '') was evaluated as ('' != '').
Target "Build" in file "C:\Program Files (x86)\Atmel\Studio\7.0\Vs\Avr\common.targets" from project "C:\Users\Narek\Documents\Atmel Studio\7.0\AssemblerApplication1\AssemblerApplication1\AssemblerApplication1.asmproj" (entry point):
Done building target "Build" in project "AssemblerApplication1.asmproj".
Done building project "AssemblerApplication1.asmproj".

Build succeeded.
***** Build: 1 succeeded or up-to-date, 0 failed, 0 skipped *****
```

Experiment 4 C Code Screenshot:



```
#include <avr/io.h>

int main(void)
{
    // Set PB0, PB1 as input for DIP switch, and PB2 to PB5 as output for LEDs
    DDRB = 0x3C; // 0x3C = 00111100 (PB0, PB1 as input; PB2, PB3, PB4, PB5 as output)
    PORTB = 0x03; // 0x03 = 00000011 (Enable pull-ups for PB0, PB1)

    while (1)
    {
        int dip_switch = PINB & 0x03; // Read PB0 and PB1 (2-bit DIP switch)

        // case 1111 (all leds on)
        if (dip_switch == 0x00) {
            PORTB = 0x3C;
        }
        // case 1010 (alternating leds)
        else if (dip_switch == 0x01) {
            PORTB = 0x28;
        }
        // case 0000 (all leds off)
        else if (dip_switch == 0x02) {
            PORTB = 0x00;
        }
        // case 0011 (half of the leds on)
        else if (dip_switch == 0x03) {
            PORTB = 0x30;
        }
        else {
            break;
        }
    }
}
```

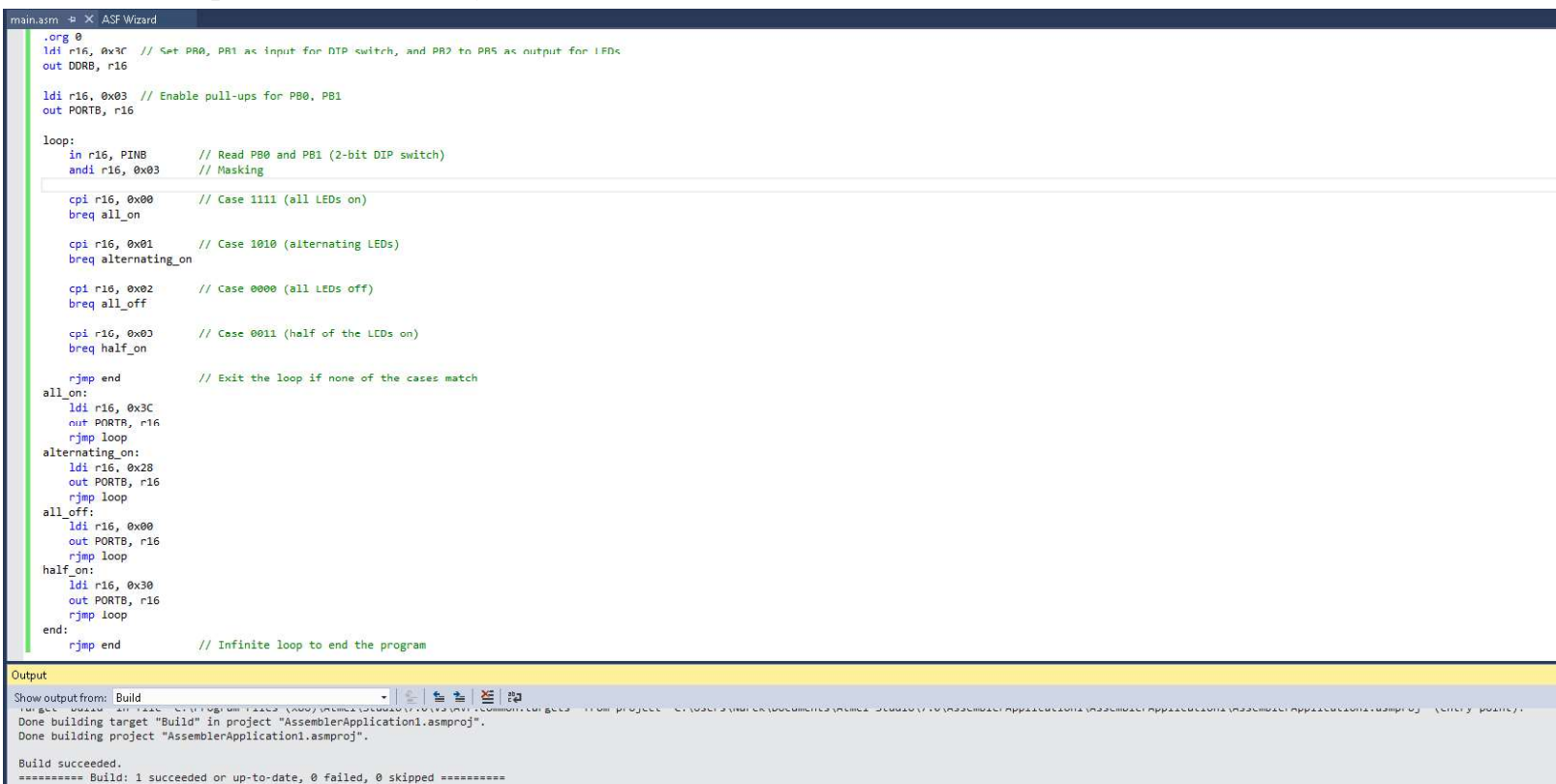
Output

Show output from: Build

Data Memory Usage : 0 bytes 0.0 % Full
Warning: Memory Usage estimation may not be accurate if there are sections other than .text sections in elf file
Done executing task "RunOutputFileVerifyTask".
Done building target "CoreBuild" in project "GccApplication1.cproj".
Target "PostBuildEvent" skipped, due to false condition; ('\$(PostBuildEvent)' != '') was evaluated as ('' != '').
Target "Build" in file "C:\Program Files (x86)\Atmel\Studio\7.0\Vs\Avr.common.targets" from project "C:\Users\Narek\Documents\Atmel Studio\7.0\GccApplication1\GccApplication1\GccApplication1.cproj" (entry point):
Done building target "Build" in project "GccApplication1.cproj".
Done building project "GccApplication1.cproj".

Build succeeded.
***** Build: 1 succeeded or up-to-date, 0 failed, 0 skipped *****

Experiment 4 Assembly Code Screenshot:



```
.org 0
ldi r16, 0x3C // Set PB0, PB1 as input for DIP switch, and PB2 to PB5 as output for LEDs
out DDRB, r16

ldi r16, 0x03 // Enable pull-ups for PB0, PB1
out PORTB, r16

loop:
    in r16, PINB // Read PB0 and PB1 (2-bit DIP switch)
    andi r16, 0x03 // Masking

    cpi r16, 0x00 // Case 1111 (all LEDs on)
    breq all_on

    cpi r16, 0x01 // Case 1010 (alternating LEDs)
    breq alternating_on

    cpi r16, 0x02 // Case 0000 (all LEDs off)
    breq all_off

    cpi r16, 0x03 // Case 0011 (half of the LEDs on)
    breq half_on

    rjmp end // Exit the loop if none of the cases match

all_on:
    ldi r16, 0x3C
    out PORTB, r16
    rjmp loop

alternating_on:
    ldi r16, 0x28
    out PORTB, r16
    rjmp loop

all_off:
    ldi r16, 0x00
    out PORTB, r16
    rjmp loop

half_on:
    ldi r16, 0x30
    out PORTB, r16
    rjmp loop

end:
    rjmp end // Infinite loop to end the program
```

Output

Show output from: Build

Target "Build" in file "C:\Program Files (x86)\Atmel\Studio\7.0\Vs\Avr.common.targets" from project "C:\Users\Narek\Documents\Atmel Studio\7.0\AssemblerApplication1\AssemblerApplication1\AssemblerApplication1.asmproj" (entry point):
Done building target "Build" in project "AssemblerApplication1.asmproj".
Done building project "AssemblerApplication1.asmproj".

Build succeeded.
***** Build: 1 succeeded or up-to-date, 0 failed, 0 skipped *****

4. Questions and Answers

1. ATmega328P Replacement: A similar microcontroller that could serve to replace the ATmega328P that we used in this lab would be the ATmega328PB. They come from the same family, share the same AVR core architecture and performance, and the PB microcontroller will be what we use for the design assignments in our lecture section. The key differences are that the 328PB has 5 additional I/O pins and is cheaper than the 328P.

2. Internal Pull Ups Not Activated: The code we implemented during this lab would likely not work very reliably if the internal pull ups were not activated. Electrical noise would cause the input pin to read high or low. In the code, the line `PORTC = 0xFF` sets all PORT C pins high (activates all internal pull ups) but this would cause logical errors in the conditional checks. Changing the conditional to `if (!(PINC & 0x01))` checks if PINC is NOT 0x01 (not HIGH, meaning it checks if it's LOW). This will indicate a button press.

3. LED Combinations:

- Solid Red: Idle with no power
- Blinking Red: Short-circuit occurring
- Solid Green: Idle with power
- Double Green: Ready to run once plugged in
- Solid Orange: Busy (in programming state)
- Blinking Orange: Reversed target cable connection
- Blinking Red and Orange: In upgrade mode

4. Explain each line of the following code

```
LDI R20, 0x75 // Load Imm. hex 0x75 (117) into R20 register
LDI R21, 0x05 // Load Imm. hex 0x05 (5) into R21 register
LDI R22, 0x24 // Load Imm. hex 0x24 (36) into R22 register
ADD R20, R22 // Add contents of R22 to R20, 117 + 36 → R20 = 153
SUB R22, R21 // Subtract contents of R21 from R22, 36 - 5 → R22 = 31
ADD R20, R21 // Add contents of R21 to R20, 153 + 5 → R20 = 158
SUB R22, R20 // Subtract contents of R20 from R22, 31 - 158 → R22 = -127 (161)
ADD R20, R22 // Add contents of R22 to R20, 158 + 161 → R20 = 319 (63)
MOV R20, R21 // Move contents of R21 into R20 → R20 = 5
RJMP DONE // Relative jump to DONE label
ADD R21, R20 // SKIPPED due to RJMP, would add contents of R20 to R21
SUB R21, R22 // SKIPPED due to RJMP, would subtract contents of R22 from R21
DONE: SUB R20, R21 // Subtract contents of R21 from R20, 5 - 5 → R20 = 0
END: RJMP END // Relative jump to END label, loops
```

- Final decimal value of R20 register = 0

5. Conclusions

Microchip Studio is a useful piece of software used for programming AVR and SAM devices such as the ATmega328p board using both high-level C code and assembly code. Understanding the intricacies of its internal libraries, functions, and variables and how they correspond and interact with the ports and pins on the board is crucial for being able to utilize the various components of your microcontroller. We did not encounter many problems during the lab outside of some of the experiments taking longer than necessary simply because we were unfamiliar with the microcontrollers and Microchip Studio software as it was our first time using them. For example, we initially struggled to get the provided assembly code for experiment 2 to work despite successfully getting the C code to work. We realized this was an error on our part and that we needed to create a new assembly project in Microchip Studio. Moving forward, these types of problems should be minimal as we become more familiar with both the hardware and software.