```
Assembly Code Example<sup>(1)</sup>
     ; Define pull-ups and set outputs high
     ; Define directions for port pins
     ldi r16,(1<<PB7) | (1<<PB6) | (1<<PB1) | (1<<PB0)
     ldi r17, (1<<DDB3) | (1<<DDB2) | (1<<DDB1) | (1<<DDB0)
           PORTB, r16
     out
     out DDRB, r17
     ; Insert nop for synchronization
     nop
     ; Read port pins
           r16, PINB
C Code Example
```

```
unsigned char i:
  /* Define pull-ups and set outputs high */
 /* Define directions for port pins */
 PORTB = (1<<PB7) | (1<<PB6) | (1<<PB1) | (1<<PB0);
 DDRB = (1<<DDB3) | (1<<DDB2) | (1<<DDB1) | (1<<DDB0);
  /* Insert nop for synchronization*/
   _no_operation();
  /* Read port pins */
 i = PINB;
  . . .
```

Note:

1. For the assembly program, two temporary registers are used to minimize the time from pullups are set on pins 0, 1, 6, and 7, until the direction bits are correctly set, defining bit 2 and 3 as low and redefining bits 0 and 1 as strong high drivers.

11.2.5 **Digital Input Enable and Sleep Modes**

As shown in Figure 11-2, the digital input signal can be clamped to ground at the input of the Schmitt Trigger. The signal denoted SLEEP in the figure, is set by the MCU Sleep Controller in Power-down mode, Power-save mode, and Standby mode to avoid high power consumption if some input signals are left floating, or have an analog signal level close to V_{CC}/2.

SLEEP is overridden for port pins enabled as external interrupt pins. If the external interrupt request is not enabled, SLEEP is active also for these pins. SLEEP is also overridden by various other alternate functions as described in "Alternate Port Functions" on page 80.

If a logic high level ("one") is present on an asynchronous external interrupt pin configured as "Interrupt on Rising Edge, Falling Edge, or Any Logic Change on Pin" while the external interrupt is not enabled, the corresponding External Interrupt Flag will be set when resuming from the above mentioned Sleep mode, as the clamping in these sleep mode produces the requested logic change.

11.2.6 **Unconnected Pins**

If some pins are unused, it is recommended to ensure that these pins have a defined level. Even though most of the digital inputs are disabled in the deep sleep modes as described above, float-

