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## Lab 2 Part 1: Programming the I/O Devices

#### Code 1

The code's purpose is for reading the state of the switches (SW1) and then displaying them on the LED bar (LED1). First the code loads #\$FF (%1111 1111 in binary), then Port H is configured for output since 1 indicates output. Following this, the enabling of the pull-up resistor on Port T makes sure the inputs on the switch can be read. This pull-up resistor ensures that it is kept at a high (1). Next is a loop which continuously reads the state of the switch from Port T and updates the display of Port H.

## Code 2

The purpose of this code is to read the state of the keypad and use 3 bits of the key code to control the color of LED2. Port P is configured for LED output and allows a bit to activate the keypad. Following this is a loop used to read and store key inputs from the keypad into the accumulator and shifts 4 times to the right to isolate 3 bits for the color of the LED. Finally, right before the end of the loop it outputs the accumulator content to Port P and displays it on the LED.

## Code 3

This code is responsible for generating a sound tone by using a frequency determined by a software delay loop. First Port P is configured for the output (1 is output) followed by preparing to drive PP7 high (meaning setting the output to a high voltage 1). After this in the main loop, PP7 is set high and a delay counter is initialized. This keeps getting decremented with an inner loop until it is 0 as seen with the BNE back to Delay. After the delay loop, MSB is toggled (with %1000 0000) producing a sound tone. This process repeats endlessly until interrupted.

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