

CE323/CE860 Lab Notes

Two assignments are based on the ARM mbed NXP LPC1768 microcontroller. Some of the details about the mbed will be provided in the **lecture slides**, but full details can be found from the website ([Website link](#)). The extension. The offline lab has a development board that we will try to develop using an online simulator.

In the following, a brief description on online simulator for the mbed NXP LPC1768, is provided. Some exercises related to the assignment 1 and 2 are then provided to practice. These exercises are helpful for you to better solve the two assignments.

1. The ARM mbed and Online simulator

Each student will develop and online simulation using mbed online simulator. The mbed simulator uses an online compiler to edit and compile the source code. You can add push bottoms, LEDS, LCD, etc. to develop a prototype embedded device. You do not need a user account to access to the online simulator. However, For the resource you will need a user account which is free of charge please check this [link 1](#).

The online simulator is in this [link 2](#). You can select sample programs on the left side menu. After going to the workspace, you can create the new projects, and edit and compile the source codes. After compiling the code, you can check the execution on the righthand simulator. The mbed starts to execute the code sample code shown in the below figure. The details of using the online compiler can be found [here](#).

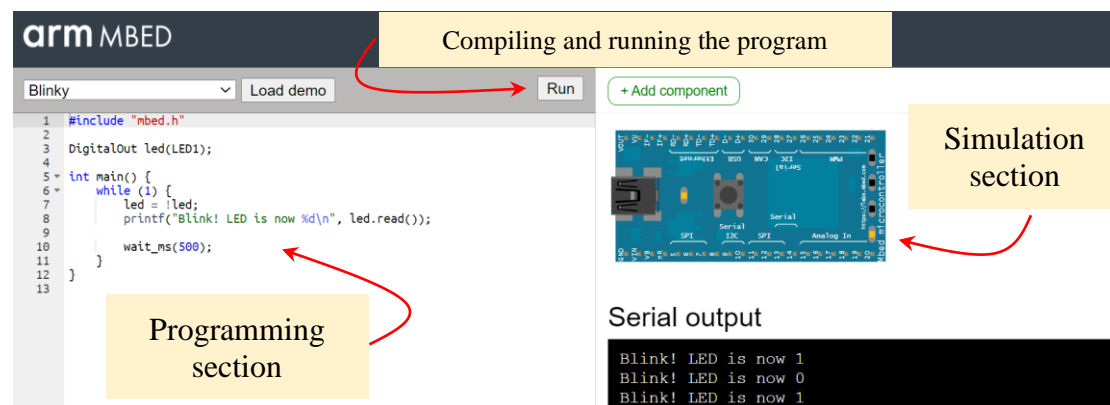


Fig. 1 The mbed online simulator

2. Serial Communication with a PC

Online simulator

There is a direct link between your program and the simulator. You can compile and run your program directly using the run bottom (Fig. 1) on the simulator.

For your information

The physical mbed microcontroller can communicate with a host PC through a "USB Virtual Serial Port" over the same USB cable that is used for programming. First install the serial port driver at <https://os.mbed.com/handbook/Windows-serial-configuration> to your host PC. You can then use Putty or HyperTerminal in host PC to send and receive information between the mbed and the host PC. You need to open Putty or HyperTerminal in host PC and configure it with baud rate: 9600, data: 8 bits, parity: none, stop: 1 bit, and flow control: none.

You need to program the mbed to communicate with Putty or HyperTerminal. It can send the PC keyboard input to the mbed and receive information sent from the mbed. The example is provided in the lab session below.

3. The Extension Board

The physical extension board is developed with additional devices to enhance the system functionality. The main devices included in the extension board are a 16×2 text LCD, a 4×4 keypad, 8 LEDs (2 bits per LED), 8 switches, a temperature sensor, and an IMU sensor.

The online simulator has some of these functionalities and the labs/assignments are designed to cover most of the functionalities provided by the extension board. The list of comments is shown in Fig. 2.

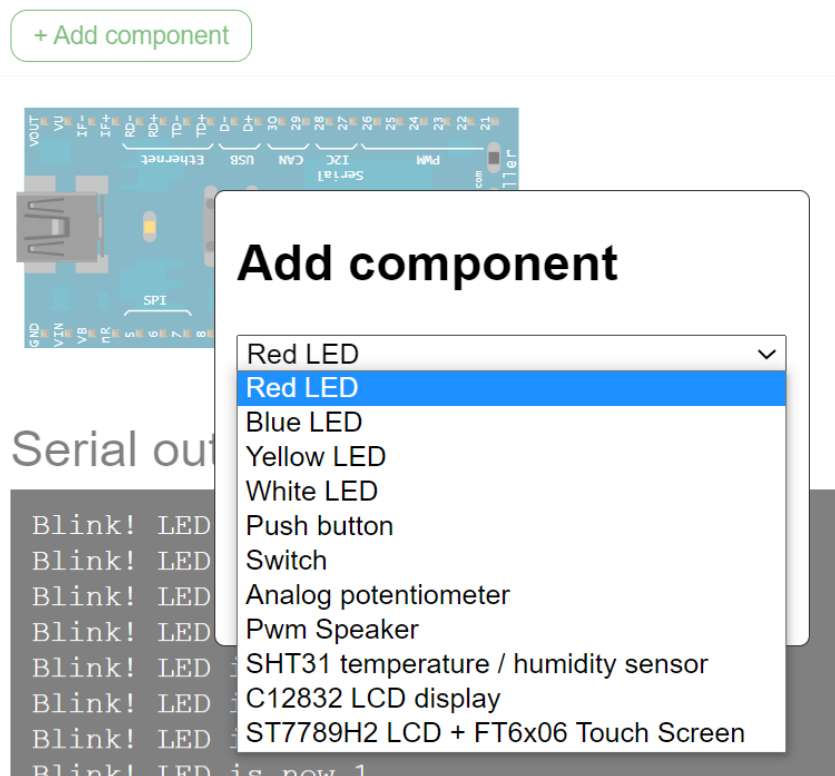


Fig. 2 The mbed simulator components

4. Lab Exercises

The following information provides a guide to the work to be conducted in lab sessions. This is just a minimum requirement to be completed in each lab session. It is not necessary to strictly follow the guide. However, if your progress is far behind the work required in each session, extra time is needed to complete the assignments on time.

Very Important Note:

Please **make backup of for every step** of your program as the online simulator is not very stable and you might lose all your developments.

Lab Session 4: Virtual Keypad Input

A 4×4 keypad is used in the physical extension board. We want to develop same structure for a virtual keypad on the online simulator. The online simulator has a Touch Screen (ST7789H2+FT6x06 with 240×240-pixel LCD) which can be used to make a virtual keypad. There is a demo program (Touchscreen) which can show how it works. In the demo program, you can draw something on the screen and the touch event will show the character that you drew on the screen the example codes will allow you to draw characters and texts on the LCD.

1. Modify this part of codes and change the colour and texts, to see how it works.

```
/* Set Touchscreen Demo1 description */
BSP_LCD_SetTextColor(LCD_COLOR_GREEN);
BSP_LCD_FillRect(0, 0, BSP_LCD_GetXSize(), 40);
BSP_LCD_SetTextColor(LCD_COLOR_BLACK);
BSP_LCD_SetBackColor(LCD_COLOR_GREEN);
BSP_LCD_SetFont(&Font16);
BSP_LCD_DisplayStringAt(0, 15, (uint8_t *)"Touch the screen", CENTER_MODE);
```

2. The following code activate the touch detection and showing what you draw on the screen, change the code to have difference color (e. g. blue) and smaller drawing font.

```
while (1) {
    BSP_TS_GetState(&TS_State);
    if(TS_State.touchDetected) {
        /* One or dual touch have been detected */

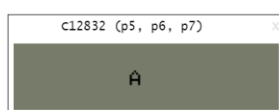
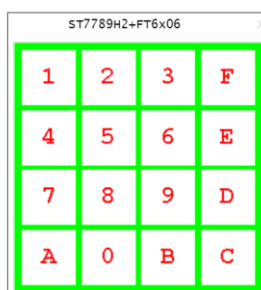
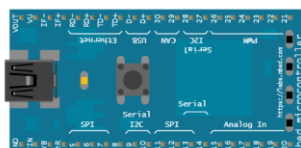
        /* Get X and Y position of the first touch post calibrated */
        uint16_t x1 = TS_State.touchX[0];
        uint16_t y1 = TS_State.touchY[0];

        BSP_LCD_SetTextColor(LCD_COLOR_RED);
        BSP_LCD_FillCircle(x1, y1, 5);

        wait_ms(10);
    }
}
```

In this task you need to create a 4*4 touch screen virtual keypad similar to the physical board. You should be able to enter number “0-9” and letter “A, B, F, E, D, C” on the touch screen. You need to follow the subtasks below:

3. Draw the 4×4 keypad shape on the touch screen. There are three steps: 1) You make the green background, 2) you make the 16 (4*4) rectangles (you may use a loop for this), 3) you add the characters and numbers similar to the figure.
4. Finally, you need to receive the input from the virtual keypad and display it on the LCD, similar to Fig. below. You can also use below code to map the touchpad to LCD.



```
char* Keytable[] = { "1", "2", "3", "F",
                    "4", "5", "6", "E",
                    "7", "8", "9", "D",
                    "A", "0", "B", "C"
};
```