Lab 2 Andrei redo

Button Blink was similar from databoard to databoard however the difference between the board was related to which pin on each board was designated as an output.

In the case of the button blink, the databoard was instructed to keep the LED output off until a button is pressed inverting the signal turning the LED on (high).

|  |
| --- |
| { |
|  |

|  |
| --- |
| if(P1IN & BIT3) // If SW is NOT pressed |
|  |

|  |
| --- |
| P1OUT &= ~BIT0; // LED OFF |
|  |

|  |
| --- |
| else |
|  |

|  |
| --- |
| P1OUT |= BIT0; // else LED ON |
|  |

|  |
| --- |
| } |
|  |

}

This works because BIT3 is a pull up / down enabled point so essentially BIT3 is actually matching the output of P1. However until BIT3 was flipped by pressing the button and the signals between BIT3 and P1 weren’t the same would the light turn on.