

RoboJackets Firmware Training Week 2 Lab Guide

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1 Background

1.1 Topics

The important topics being discussed this week in lab include state machines, interrupts, and more complex C++.

1.2 Premise

The lab premise is to make a state machine that implements a simple counter. This state machine will change states based on the 2 button inputs and will display state using the 5 controllable LEDs.

1.3 Interrupt Service Routines

Interrupt Service Routines (ISR) are functions that are called when interrupts are activated. These are usually short functions that should be used to update variables in global scope. Remember that interrupts are when your microcontroller gets a signal that makes it stop what's it's doing, run the ISR, and then return to the code it was running. Interrupt-based programming is very common for microcontrollers and robots and is usually more efficient than other methods.

1.4 Simulation

If you are using a simulation instead of the hardware, do not worry. The steps are exactly the same. Go to the TinkerCad link and you will see the circuit that is a subset of the hardware. The Arduino you see will be what you use, with the LEDs and buttons replicated as they would be on the actual board.

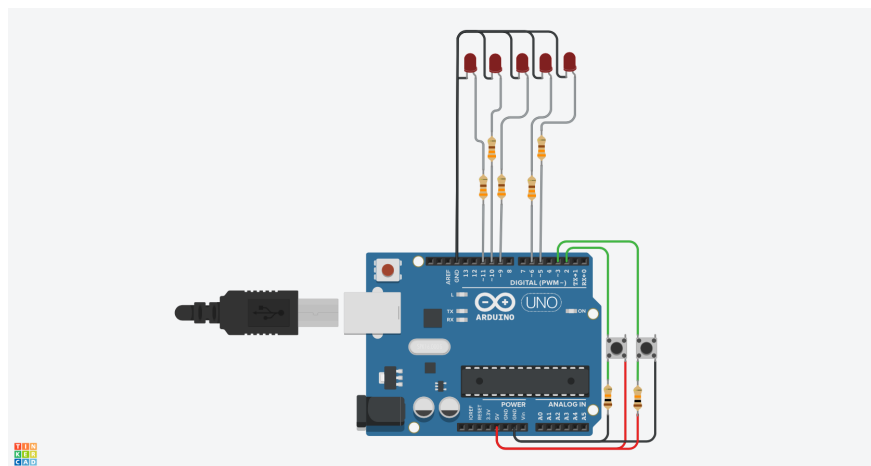


Figure 1: The circuit window of TinkerCAD for this project

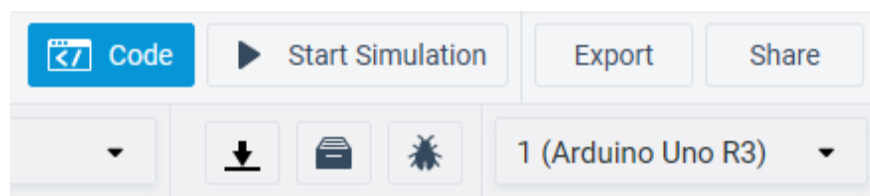


Figure 2: The area which you can use to select your target and compile

2 Materials

- [AutoDesk Education Account](#)
- [TinkerCAD](#)

3 Objectives

3.1 Task 1 - Create State Machine

1. Plan and draw out the full state machine.
 - Make sure you have all the states and transitions marked.
 - As a programming convention, we will number our states from 0 upwards, which you will find more useful in the next step.
 - Don't forget that no LEDs can be on for our counter.
 - A refresher on state machines can be found in Section 4.1.
2. Write code to display state in `loop`.
 - You will need to go through every LED to set its state, so use a `for` loop and the `pinArray` array.
 - Make sure to use the fact your states are starting counting at 0, which is similar to arrays.
 - You will need to use your state variable to know how to do the update.

3.2 Task 2 - Create Interrupts

1. Write an ISR for each button.
 - SW1 is a button that when pressed sends a `HIGH` value to the Arduino, but is otherwise `LOW`. You should make sure this button should increase the number of LEDs turned on.
 - SW2 is a button that when pressed sends a `LOW` value to the Arduino, but is otherwise `HIGH`. This button should decrease the number of LEDs turned on.
2. Write code in `setup` for the buttons and interrupts.
 - You will also need to setup the buttons as normal digital inputs first.
 - Make sure to understand how each button has a different type of change, which will affect how the interrupt triggers.
 - A refresher on setting up interrupts can be found in Section 4.2.

4 Relevant Information

4.1 State Machines

State machines are tools to organize the behavior of code, based around a number of "states" or points the code can be at. We specifically are looking at state machines that have output behavior depend only on current state, meaning the number of behaviors equals the number of states. The state machine inputs are used to trigger transitions to different states, with there no transition to an impossible state. A graphical representation is often used with bubbles representing states and labelled arrows representing transitions.

4.2 `attachInterrupt` Function

The function we will be using for setting up interrupts is the `attachInterrupt` Function. You can refer to the reference page [here](#) for understanding it along with examples. Specifically, you need to look into how to convert a pin to a interrupt number and to set the mode that triggers the interrupts.

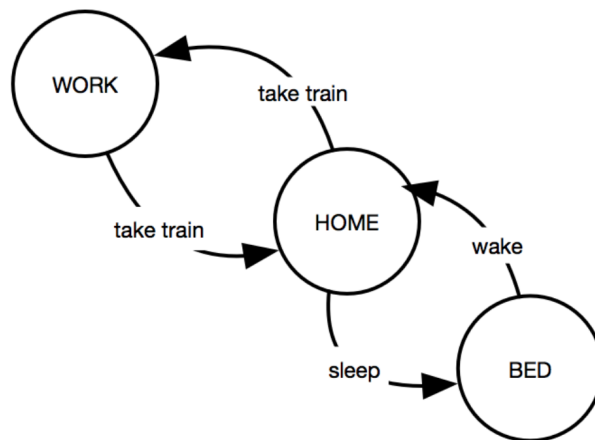


Figure 3: Example State Machine

Reference > En > Language > Functions > External interrupts > Attachinterrupt

attachInterrupt()

[External Interrupts]

Description

Digital Pins With Interrupts

The first parameter to **attachInterrupt()** is an interrupt number. Normally you should use **digitalPinToInterrupt(pin)** to translate the actual digital pin to the specific interrupt number. For example, if you connect to pin 3, use **digitalPinToInterrupt(3)** as the first parameter to **attachInterrupt()**.

BOARD	DIGITAL PINS USABLE FOR INTERRUPTS
Uno, Nano, Mini, other 328-based	2, 3

Figure 4: **attachInterrupt** Function on the Arduino Website

5 Troubleshooting

5.1 Solutions

We have included the solutions below if you do not complete the lab during the session or if you want to verify your answer. If you need help during the lab ask an instructor!

- [TinkerCAD Solution](#)