

src\main.c

```
1 // Practice assignment 4
2
3 #include <stdio.h>
4 #include <avr/io.h>
5 #include <util/delay.h>
6 #include <avr/eeprom.h>
7
8 #include "i2cmaster.h"
9 #include "lcd.h" //library init
10 #include "lm75.h"
11
12 int main(void) {
13
14     i2c_init(); // initialize I2C and LCD
15     LCD_init();
16
17     DDRC = 0xF0; // set data direction for port C pins, 0-3 as input (i.e. the buttons)
18     PORTC = 0x3F; // set pull-up resistor for port C
19     DDRD = 0xFF; // set data direction for port D, all output
20     PORTD= 0x00; // set output for port D (none)
21
22     float currTemp,maxTemp,minTemp; // create variables for temps
23     unsigned int EEPROMAddr=0; // variable for address
24
25     EEPROMAddr=0; //set addr for the thing to write to
26     maxTemp=eeprom_read_float((float *)EEPROMAddr); //write max temp
27     EEPROMAddr=2; //again but 2 bytes later (bc float is 16-bit wide)
28     minTemp=eeprom_read_float((float *)EEPROMAddr); //write min temp
29
30     while(1) { // start program loop
31
32         if(!((PINC>>3)& 1)) { //read button DI3
33             minTemp=125; // set min temp to maximum temp of LM75, if pressed
34             maxTemp=-55; // backwards
35         }
36         currTemp=get_temperature(); // get temperature from LM75
37
38         if(currTemp>maxTemp) { // set max temp if the current temp is greater than it, store it in
EEPROM at addr 0
39             maxTemp=currTemp;
40             EEPROMAddr=0;
41             eeprom_write_float((float *)EEPROMAddr, maxTemp);
42         }
43
44         if(currTemp<minTemp){ // backwards
45             minTemp=currTemp;
46             EEPROMAddr=2;
47             eeprom_write_float((float *)EEPROMAddr, minTemp);
```

```
48     }
49
50     LCD_set_cursor(0,0);
51     printf("Current temp: %3.2fC",currTemp); // print current temp in Celsius
52
53     LCD_set_cursor(0,1);
54     printf("Max temp: %3.2fC",maxTemp); //print maximum temp in Celsius
55
56     LCD_set_cursor(0,2);
57     printf("Min temp: %3.2fC",minTemp); // same but minimum
58
59     _delay_ms(950);
60 }
61
62 return 0;
63 }
64
```