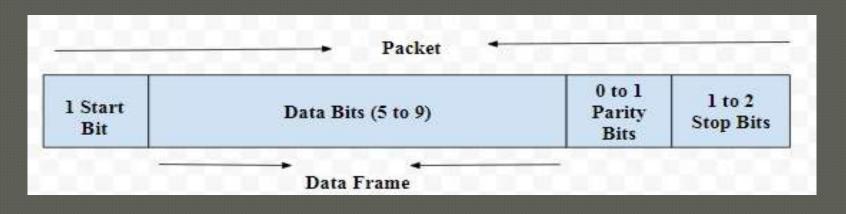
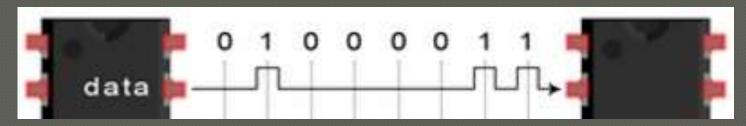
UART

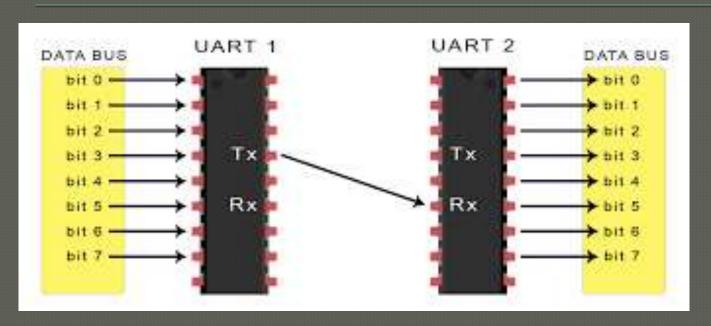
Universal Asynchronous Receiver Transmitter (UART)

- Asynchronous no clock for data synchronization.
- For synchronization predefined baud rate.
- Communication settings Baud rate and UART data frame.





Working of UART



Start bit:

 T_x – normally high (no transmission)

- Rx doesn't read

 T_x – pulled low (begin transmission)

- Rx begins to read

UART Steps

- Configure the functionality for pins
- 2. Set line control configuration
 - a. Define frame formats (8 bits, no Parity, 1 Stop bit)
 - b. Enable access to divisor latch to set baud rate
- Set and load the baud rate
- 4. Disable access to divisor latch
- 5. Transmit ASCII bytes to display (HELLO WORLD)
- 6. Check the line status for data presence

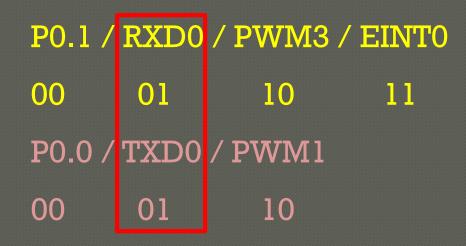
If data is present, then wait until it is written

Else, write 8-bit (ASCII) data

1. Configure the functionality for pins

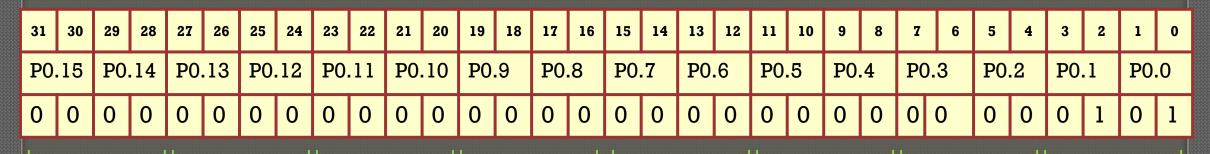
UART	T_x pin	R _x Pin
UART0	P0.0	P0.1
UART1	P0.8	P0.9

We are using UART0. ∴ pins P0.0 and P0.1 have to be configured. PINSEL0 to be used



31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PC	.15	P0	.14	P0	.13	P0.	.12	P0.	.11	P0.	.10	P0.	.9	P0.	.8	P0.	.7	P0	.6	P0.	.5	P0.	.4	P0.	3	P0.	2	P0.	.1	P0.	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1



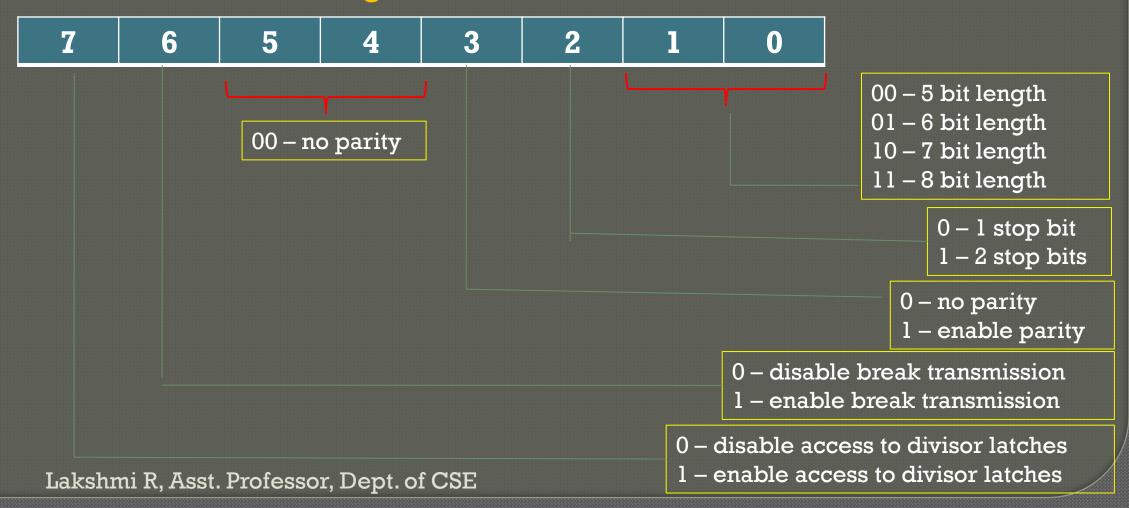


0 0 0 0 0 0 5 (Hex Value)

PINSELO = 0X00000005

2. Set line control configuration

UART line control register – U0LCR



2. Set line control configuration

UART line control register – U0LCR

8-bit ASCII value

l stop bit

No parity

No break transmission

Enable to access divisor latch

7	6	5	4	3	2	1	0
1	0	0	0	0	0	1	1

UOLCR = OX83

3. Set and load baud rate

Baud rate \rightarrow 9600 bits per second.

This rate to be set in Divisor Latch Register (DLR) \rightarrow

U1DLM – most significant byte of DLR

UlDLL – least significant byte of DLR

DLM:DLL → together 16 bits

Formula:

Baud Rate = PCLK

16 X (DLM:DLL)

PCLK → Peripheral Clock cycle

 \therefore PCLK = 3MHz

Baud rate = 9600 bps

16 →it takes 16 clocks to send 1 bit

DLM:DLL =
$$\frac{3000000}{16 \times 9600} \approx 19 \text{ (only 8-bits)}$$

DLL = 19 and DLM = 0

$$U0DLM = 0$$

$$U0DLL = 0x13$$

4. Disable access to divisor latch

UART line control register – U0LCR

7	6	5	4	3	2	1	0
0	0	0	0	0	0	1	1

UOLCR = 0X03

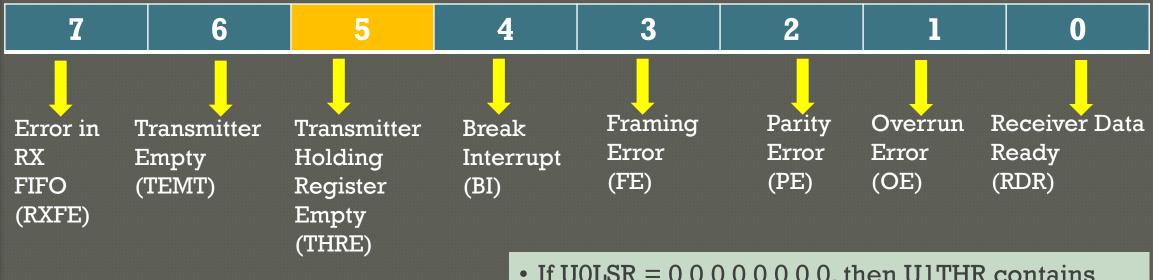
5. Transmit ASCII bytes to display (HELLO WORLD)

● U0THR → Transmit Holding Register → 8-bit Write
 Data

• U0THR = ASCII byte

6. Check the line status for data presence

UART line status register – U0LSR



(THRE)

Bit $0 \rightarrow U0THR$ contains valid data Bit $1 \rightarrow U0THR$ is empty

• If U0LSR = 0 0 0 0 0 0 0 0, then U1THR contains valid data

(wait until it becomes empty to write next byte)

• If $U0LSR = 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 0$ (or 0x20), then U0THR is empty

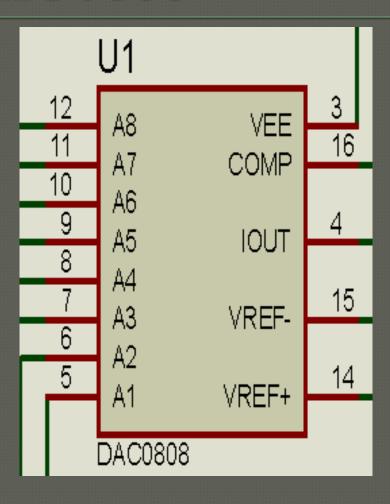
(now write new byte to U0THR)

```
#include<lpc214x.h>
unsigned int delay;
unsigned char *ptr,arr[]="HELLO WORLD\r";
int main()
       PINSEL0=0X0000005;
                                      //select TXD0 and RXD0 lines \rightarrow 0101
       U0LCR = 0X00000083;
                                     //enable baud rate divisor loading and
       UODLM = 0X00;
                                     //select the data format
        U0DLL = 0x13;
                                     //select baud rate 9600 bps
        UOLCR = 0X00000003;
```

```
while(1)
      ptr = arr;
      while (*ptr!='\0')
       UOTHR=*ptr++;
        while(!(U0LSR & 0x20)== 0x20);
        for(delay=0;delay<=600;delay++);</pre>
      for(delay=0;delay<=60000;delay++);
```

DAC

External DAC0808



LPC2148 Port Pins Used: P0.16-P0.23

External DAC0808

DAC0808 is an 8bit DAC.

Minimum value = 00000000 in binary

= 00 in decimal

= 0x00 in hexadecimal

Maximum value = 11111111 in binary

= 255 in decimal

= 0xFF in hexadecimal

Program for Square Wave

```
//program to generate square wave with DAC interface
#include < lpc21xx.h >
unsigned int delay;
int main ()
    PINSEL1 = 0x000000000; // Configure P0.16 to P0.31 as GPIO
    IOODIR = 0x00FF0000;
    while(1)
        IOOPIN = 0x000000000;
        for(delay=0;delay<=950;delay++);
        IOOPIN = 0x00FF0000;
        for(delay=0;delay<=950;delay++);</pre>
```

Program for Triangular Wave

```
#include <LPC21xx.h>
unsigned long int temp=0x00000000;
int main ()
     unsigned int i=0;
     IO0DIR=0x00FF0000;
     while(1)
        // output 0 to FE
          for(i=0;i!=0xFF;i++)
                         temp=i;
                         temp = temp << 16;
                         IO0PIN=temp;
```

