

Exercise 01 (7 marks)

1- Describe the code above (4 marks)

ISR(TIMER1_OVF_vect)

ISR: "Interrupt Service Routine." It's a special function that the microcontroller jumps to when a particular interrupt occurs,

TIMER1_OVF_vect: identifies the specific interrupt being handled. it indicates that the interrupt is caused by an overflow of Timer 1.

TCCR1A = 0 ;, TCCR1B = 0 ;

both are Timer/Counter 1 Control Registers A (TCCR1A) and B (TCCR1B), are initialized to zero before configuring the timer.

TCCR1B |= B00000100 ;

Sets the prescaler for Timer 1 to 256. With a prescaler of 256, each increment of Timer 1's counter takes 256 system clock cycles.

2- How to use this code to handle the transition in the given diagram (3 marks)

The same setup of the code above but setting the prescaler to 1024

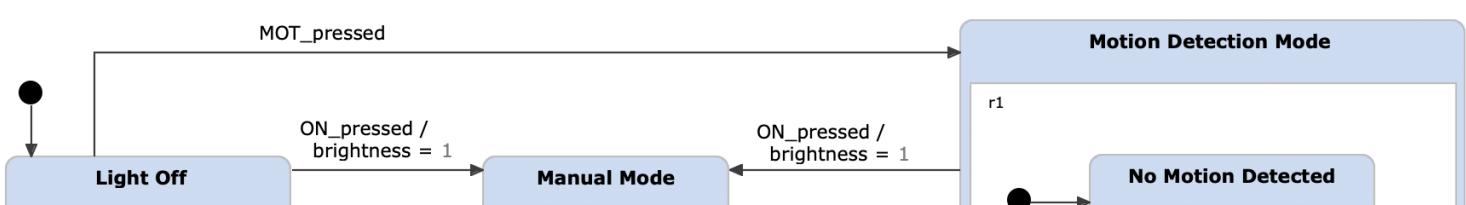
TCCR1B |= B00000101 ;

in the ISR(TIMER1_OVF_vect) call the action in transition

```
ISR(TIMER1_OVF_vect){  
    toggleLed();  
}
```

Exercise 02 (7 marks)

Solution



Exercise 03 (6 marks)

Solution

States: Idle, Cooling; Heating

Events: AtTemp

Variables: temp; min, max, threshold

```
void handle_event(state_t *state, event_t event){
    switch(*state){
        case Idle:
            switch(event){
                case AtTemp:
                    if(temp>min){
                        Start heating
                        *state = Heating:
                    }else{
                        Start colling
                        *state = Cooling:
                    }
                    break;
                }
                break;
        case Heating:
            switch(event){
                case AtTemp:
                    if(temp==threshold){
                        Stop heating
                        *state = Idle:
                    }
                    break;
                }
            }
        }
```

```
case Colling:  
    switch(event){  
        case AtTemp:  
            if(temp==threshold){  
                Stop Cooling  
                *state = Idle;  
            }  
            break;  
        }  
        break;  
    }  
}
```