## Atmel Studio An Introductory Tutorial

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#### Contents

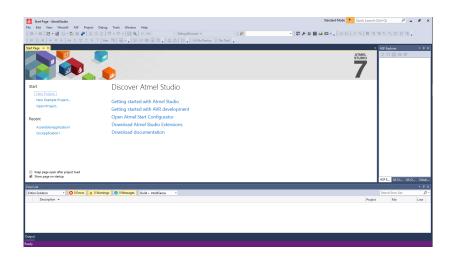
Initialize Project

Coding

Debugging

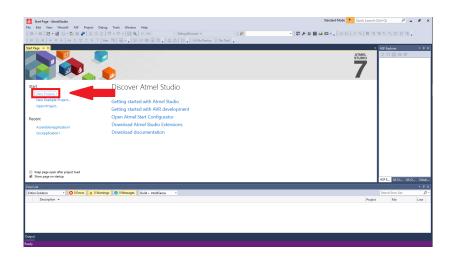
#### Initialize Project

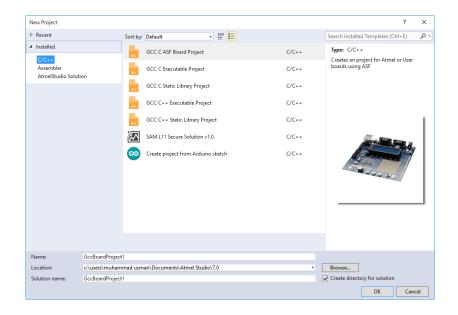
Open Atmel Studio 7.0



#### Initialize Project

Click on New Project





## Initialize Project Project Type

► ASF Board Project The project contains built-in libraries

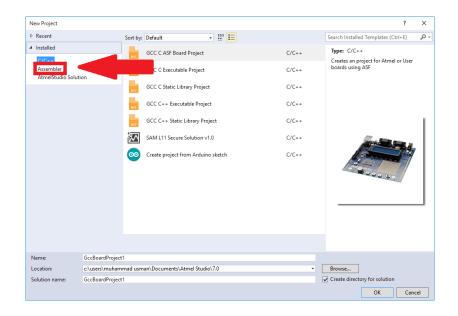
► C Exucutable Project

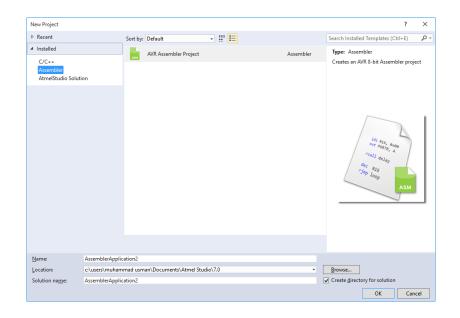
Project for bare-metal C programming

#### Initialize Project

Project Type

Click on Assembler

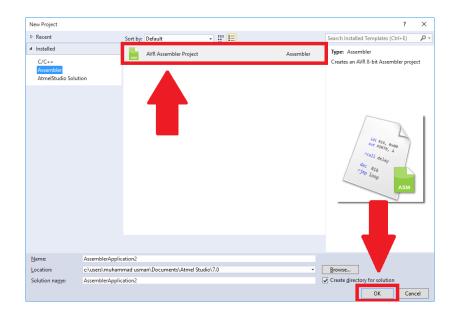


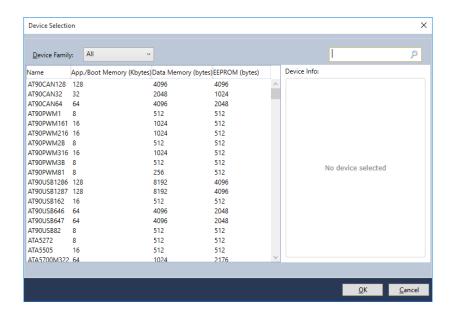


## Initialize Project Project Type

Select AVR Assembler Project

Click OK

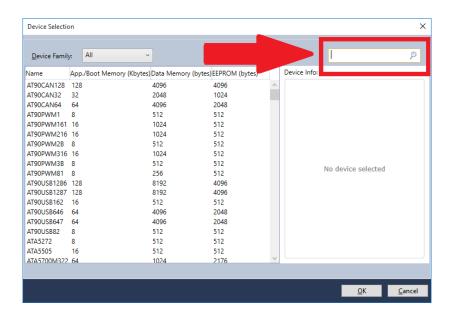


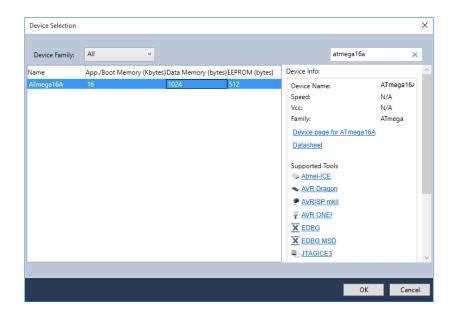


## Initialize Project Select $\mu$ C

Type in the search box

ATmega16A

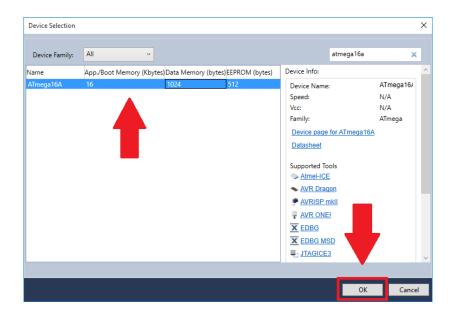


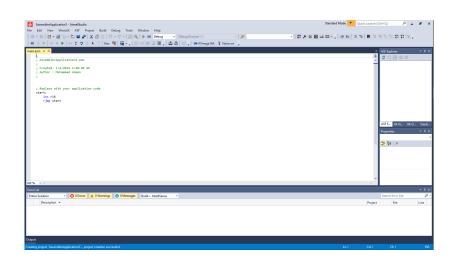


## Initialize Project Select $\mu$ C

Select ATmega16A

Click OK



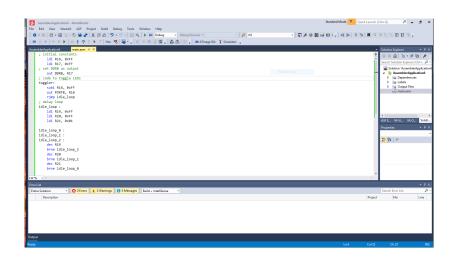


#### Coding

Editor window appears

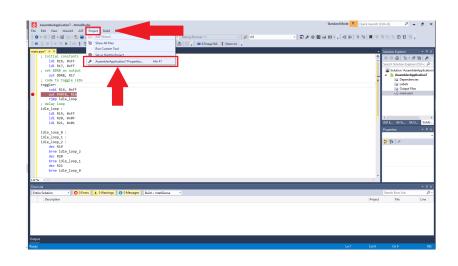
Copy & Paste the lab 1 code

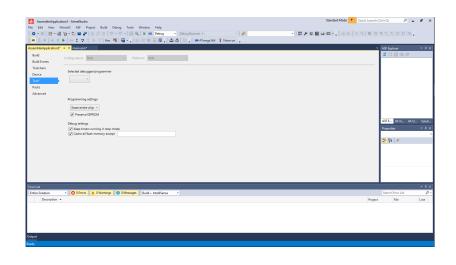
Save



## Debugging Select Simulator

Project > AssemblerApplicationX Properties... > Tools

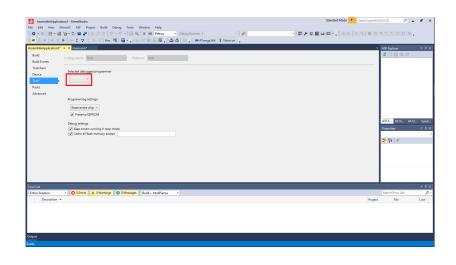


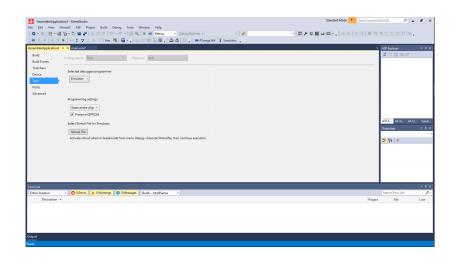


### Debugging Select Simulator

Select **Simulator** in "Selected debugger/programmer"

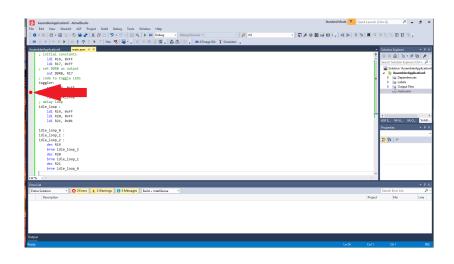
Save





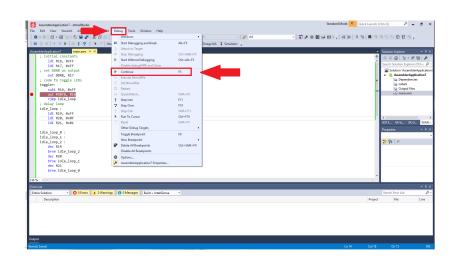
## Debugging Initialize Debugging

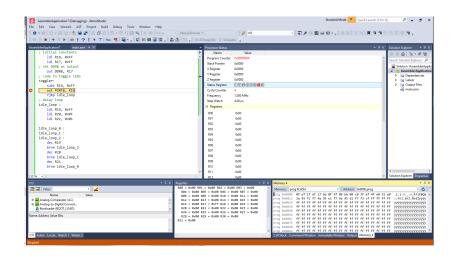
Add a breakpoint by clicking in grey panel left to code



### Initialize Debugging

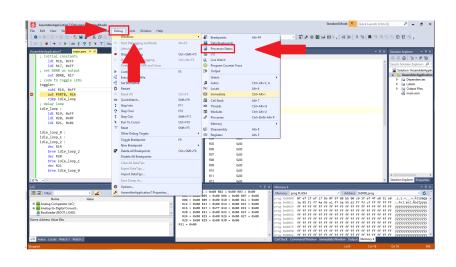
 $\mathsf{Debug} > \mathsf{Continue}$ 





### Debugging Processor Status

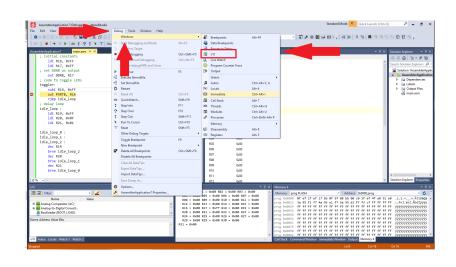
Debug > Windows > Processor Status

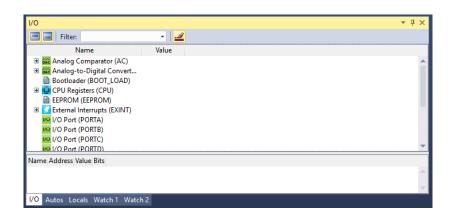


			_
Processor Status		<b>-</b> Ţ ×	
Name	Value		٦
Program Counter	0x00000004		١.
Stack Pointer	0x0000		ı
X Register	0x0000		ı
Y Register	0x0000		ı
Z Register	0x0000		ı
Status Register	ITHSVNZC	l e	ı
Cycle Counter	57789		ı
Frequency	1.000 MHz		Ц
Stop Watch	57,789.00 μs		
■ Registers			
R00	0x00		
R01	0x00		
R02	0x00		
R03	0x00		
R04	0x00		
R05	0x00		
DOC	0.00		

# $\begin{array}{c} \textbf{Debugging} \\ \textbf{I/O} \end{array}$

Debug > Windows > I/O





# Debugging I/O

Select relevant port

