

# **EMBEDDED PROJECT**

**PROJECT NAME : M2\_BLINKLED**

## **ABSTRACT**

- This is basically a project made with an ATMEGA 328P microcontroller being the brain of the whole system.
- The Controller takes the input from one of its ports and a particular timing has been assigned so that the pin goes high and low accordingly.
- The pin on the other end is connected with 5 LEDs in parallel to each other with the resistance in between to prevent the damage.
- As the pin goes high, the LEDs turn on and after a particular duration they turn off all at once. This program continues without end, as embedded programs are designed in such a way.

## **SWOT ANALYSIS**

### **STRENGTH**

- Implementation with ATMEGA328P microcontroller.
- Specially made for a particular case.
- Parallel connection have been given, even if one LED fails, the rest will save the circuit.

### **WEAKNESS**

- All LEDs are operated within the same time period.
- No replacement can be done if the port is damaged.

### **OPPORTUNITIES**

- In future, the program can be extended with major functionalities and many sensors integrated to provide feedback.

### **THREATS**

- Only one port is made operational. Hence, No replacement can be done if the port is damaged.

## **ESSENTIAL W'S AND H**

- **WHAT-** It is microcontroller based system to make 5 LEDs blink at equal interval.

- **WHERE-** It is implemented in SIMULIDE and being coded in Visual Studio Code.
- **WHO-** This is basic program which any beginner could use to understand the embedded program.
- **WHEN-** It can be implemented any time .
- **HOW-**By loading the firmware of ATMEGA328P in SIMULIDE as a .elf file that is generated from Visual Studio Code Execution.

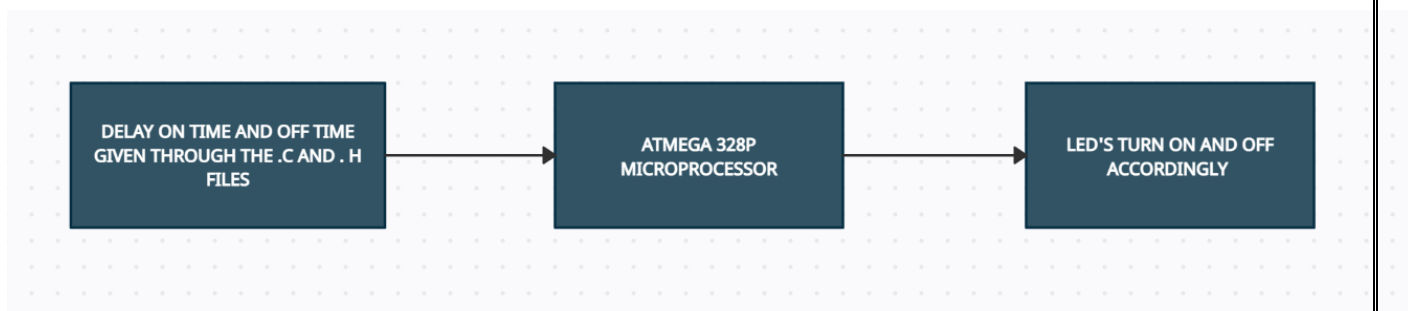
## HIGH LEVEL REQUIREMENTS

- HLR\_1 - ATMEGA328P MICROCONTROLLER
- HLR\_2 - VISUAL STUDIO CODE
- HLR\_3 - CROSS COMPILATION

## LOW LEVEL REQUIREMENTS

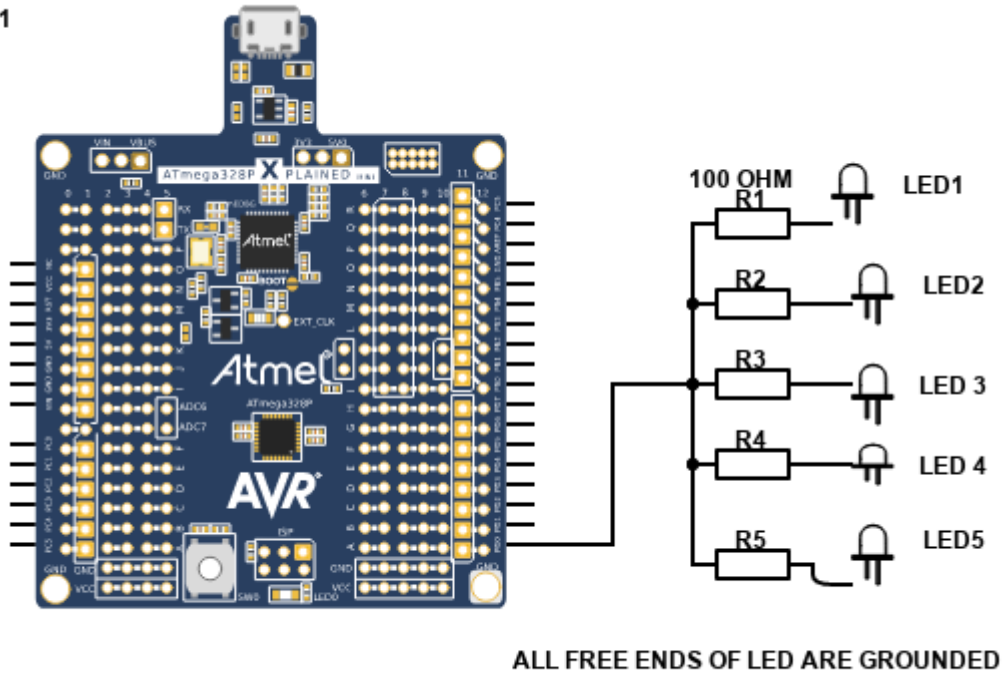
- LLR\_1 - UNIT TESTING
- LLR\_2 - ASSIGNING TIMER
- LLR\_3 - MULTIFILE PROGRAMMING

## ARCHITECTURE:



## SCHEMATIC:

ATM1



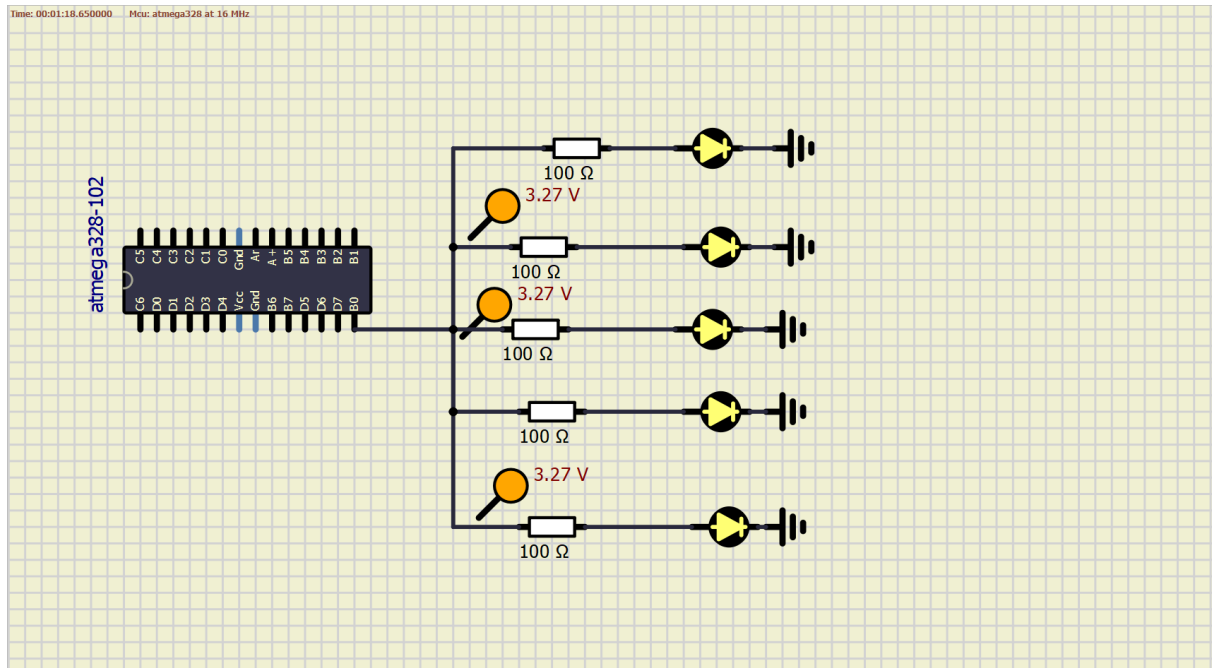
## SCREENSHOTS OF EXECUTION:

### LED Blink

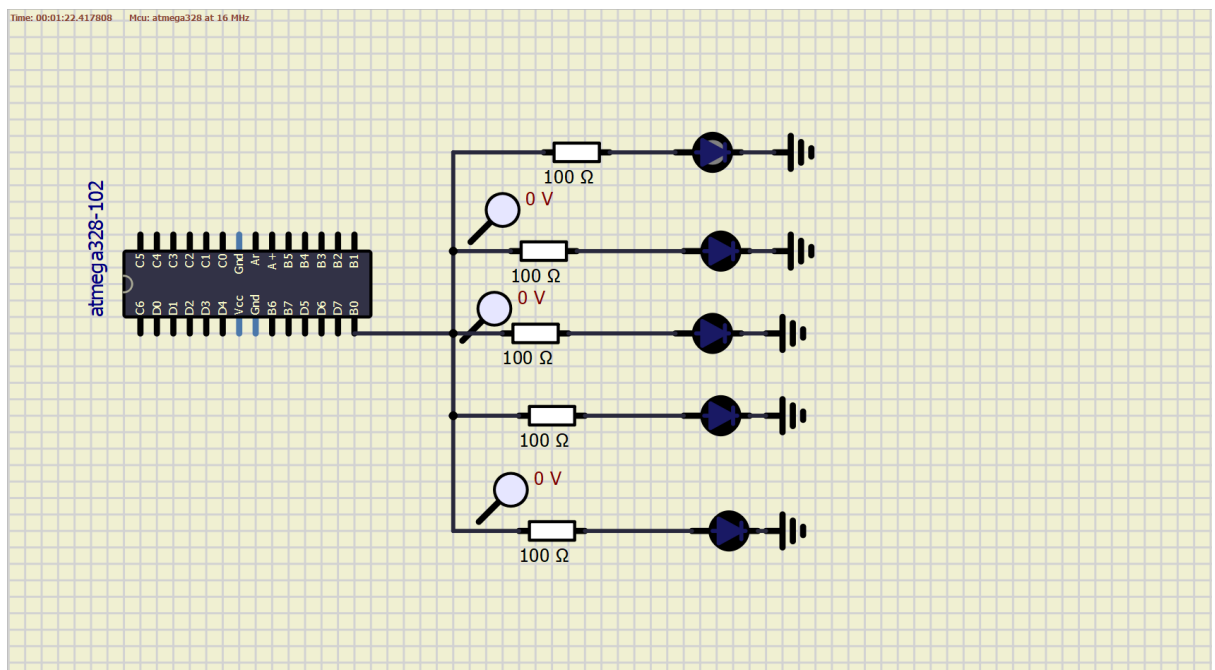
- LED on time is set as 1000 ms and off time is set as 500 ms.
- There are 5 LEDs placed in parallel with each other from a single source
- This program enables all the 5 LEDs at once with the program being loaded on to the ATMEGA328P microcontroller

**The output screenshots of execution and the SimulIDE screen have been attached for reference**

## LED ON STATE



## LED OFF STATE:



## VS CODE EXECUTION:

```
1  project_main.c > main(void)
2  #include "blinky.h"
3
4  void peripheral_init(void)
5  {
6      /* Configure LED Pin */
7      DDRB |= (1 << DD0B);
8  }
9
10 void change_led_state(uint8_t state)
11 {
12     LED_PORT = (state << LED_PIN);
13 }
14
15 int main(void)
16 {
17     peripheral_init();
18
19     for(;;)
20     {
21         change_led_state(LED_ON);
22         delay_ms(LED_ON_TIME);
23
24         change_led_state(LED_OFF);
25         delay_ms(LED_OFF_TIME);
26     }
27     return 0;
28 }
```

## RESULT:

Thus, the program have been executed successfully meeting all the necessary criteria