

//light sensor: p6.1-out. in -p1.1, make sure ADCSREF0

**#include** <msp430.h>

**unsigned int** light;

**int main(void)**

{

WDTCTL = WDTPW | WDTHOLD; // Stop WDT

// Configure GPIO

P6DIR |= BIT1; // Set P1.0/LED to output direction

P6OUT &= ~BIT1; // P1.0 LED off

// Configure ADC A1 pin

P1SEL0 |= BIT4;

P1SEL1 |= BIT4;

// Disable the GPIO power-on default high-impedance mode to activate

// previously configured port settings

PM5CTL0 &= ~LOCKLPM5;

// Configure ADC12

ADCCTL0 |= ADCSHT\_8 | ADCON; // ADCON, S&H=16 ADC clks

ADCCTL1 |= ADCSHP; // ADCCLK = MODOSC; sampling timer

ADCCTL2 &= ~ADCRES; // clear ADCRES in ADCCTL

ADCCTL2 |= ADCRES\_2; // 12-bit conversion results

//ADCMCTL0 |= ADCINCH\_12; // A1 ADC input select; Vref=AVCC

ADCIE |= ADCIE0; // Enable ADC conv complete interrupt

ADCMCTL0 |= ADCSREF\_1 | ADCINCH\_4;

```

while(1)
{
    ADCCTL0 |= ADCENC | ADCSC;           // Sampling and conversion start
    __bis_SR_register(LPM0_bits | GIE);   // LPM0, ADC_ISR will force exit
    __no_operation();                     // For debug only
    if (light < 200)
        P6OUT |= BIT1;                   // Set P1.0 LED on
    else
        P6OUT &= ~BIT1; // Clear P1.0 LED off
    delay_cycles(5000);
}
}

```

// ADC interrupt service routine

```
#if defined(__TI_COMPILER_VERSION__) || defined(__IAR_SYSTEMS_ICC__)
```

```
#pragma vector=ADC_VECTOR
```

```
__interrupt void ADC_ISR(void)
```

```
#elif defined(__GNUC__)
```

```
void __attribute__((interrupt(ADC_VECTOR))) ADC_ISR (void)
```

```
#else
```

```
#error Compiler not supported!
```

```
#endif
```

```
{
```

```
    switch(__even_in_range(ADCIV,ADCIV_ADCIFG))
```

```
    {
```

```
        case ADCIV_NONE:
```

```
            break;
```

```
        case ADCIV_ADCOVIFG:
```

```
        break;
    case ADCIV_ADCTOVIFG:
        break;
    case ADCIV_ADCHIIFG:
        break;
    case ADCIV_ADCLOIFG:
        break;
    case ADCIV_ADCINIFG:
        break;
    case ADCIV_ADCIFG:
        light = ADCMEM0;
        __bic_SR_register_on_exit(LPM0_bits);    // Clear CPUOFF bit from LPM0
        break;
    default:
        break;
}
}
```