#### **CPE301 - SPRING 2019**

# Design Assignment 3A

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Primary Github address: https://github.com/acexhp/submission\_da.git

Directory: Repository/cpe301/DesignAssignment/DA3A

#### Task:

The goal of the assignment is to modify the above codes to do the following:

1. Write a C AVR program that will display a string, random integer and floating point values on the serial terminal every 1 sec. Use a timer with interrupt for the 1 sec delay. Use a FTDI chip for serial to USB conversion.

#### Submission:

The following are required for successful completion of the design assignment:

- a. AVR C code that has been compiled and working.
- b. The C code should be well documented with explanation of every instruction.
- c. A word document that contains the flow chart of the assembly code along with the snapshots of the schematics, components connected on the breadboard and screen shoots.

## 1. COMPONENTS LIST AND CONNECTION BLOCK DIAGRAM w/ PINS

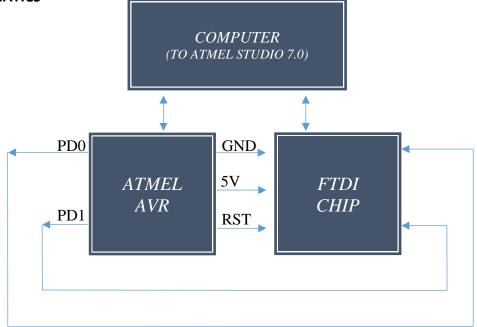
- Breadboard
- Wires
- USB Cables
- ATMEGA328P XPLAINED MINI
- ATMEL STUDIO 7.0

## 2. INITIAL/MODIFIED/DEVELOPED CODE OF TASK 1/A

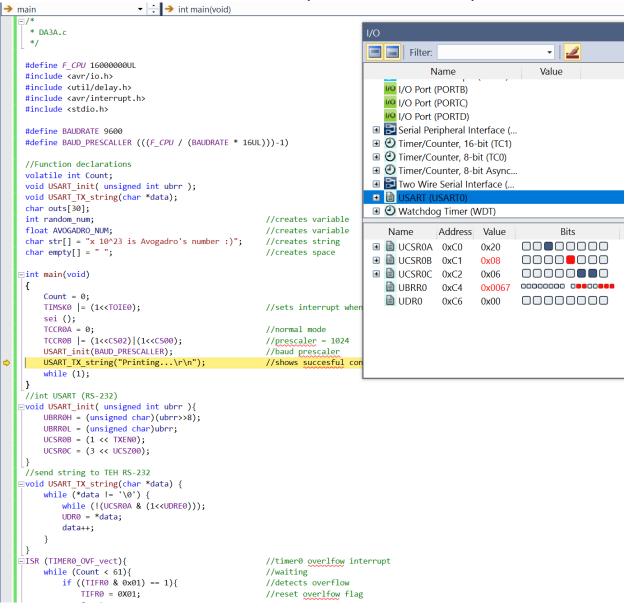
```
* DA3A.c
#include <avr/io.h>
#include <util/delay.h>
#include <avr/interrupt.h>
#include <stdio.h>
#define F CPU 16000000UL
#define BAUDRATE 9600
#define BAUD PRESCALLER (((F CPU / (BAUDRATE * 16UL)))-1)
//Function declarations
volatile int Count:
void USART_init( unsigned int ubrr );
                                                       //calls integere
void USART_TX_string(char *data);
                                                       //calls string
char outs[30];
int random num;
                                                       //creates variables
float AVOGADRO NUM;
char string[] = "x 10^23 is Avogadro's number :)";
                                                       //creates string
char space[] = " ";
                                                       //creates space
int main(void)
{
      Count = 0;
      TIMSK0 |= (1<<TOIE0);
                                                       //sets interrupt when overflow
                                                       occurs
      sei ();
      TCCR0A = 0;
                                                       //normal mode
      TCCR0B = (1 << CS02) | (1 << CS00);
                                                       //prescaler = 1024
      USART_init(BAUD_PRESCALLER);
                                                       //baud prescaler
      USART_TX_string("Printing...\r\n");
                                                       //shows succesful connection
   while (1);
}
//int USART (RS-232)
void USART init( unsigned int ubrr ){
      UBRR0H = (unsigned char)(ubrr>>8);
      UBRR0L = (unsigned char)ubrr;
      UCSR0B = (1 << TXEN0);
      UCSROC = (3 << UCSZOO);
}
//send string to RS-232
void USART_TX_string(char *data) {
      while (*data != '\0') {
             while (!(UCSR0A & (1<<UDRE0)));</pre>
             UDR0 = *data;
```

```
data++;
       }
}
ISR (TIMER0_OVF_vect){
                                                        //timer0 overlfow interrupt
       while (Count < 61){</pre>
                                                        //waiting
              if ((TIFR0 & 0x01) == 1){
                                                        //detects overflow
                     TIFR0 = 0X01;
                                                        //reset overlfow flag
                     Count++;
              }
       if (Count > 60){
              USART_TX_string(string);
                                                        //prints string
              USART_TX_string(space);
                                                        //prints space
              random_num = rand();
                                                        //creates random number
              AVOGADRO_NUM = 6.022141;
                                                        //creates and store float value
              snprintf(outs, sizeof(outs), "%3d\r\n", random_num);
              USART_TX_string(outs);
              USART_TX_string(space);
              sprintf(outs, "%f", AVOGADRO_NUM);
              USART_TX_string(outs);
              USART_TX_string(space);
              Count = 0;
       }
}
```

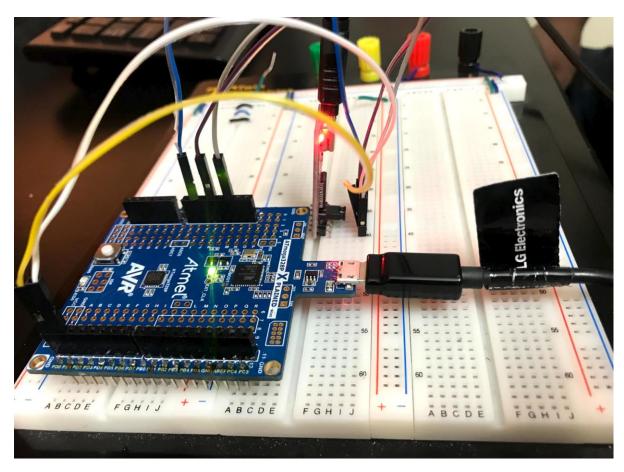
#### 3. SCHEMATICS

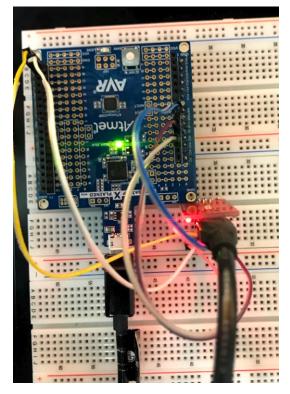


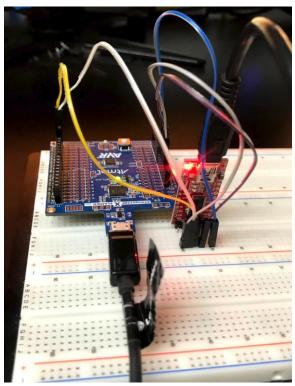
4. SCREENSHOTS OF EACH TASK OUTPUT (ATMEL STUDIO OUTPUT)



# 5. SCREENSHOT OF EACH DEMO (BOARD SETUP)







# 6. VIDEO LINKS OF EACH DEMO

# https://youtu.be/de81e pFMLY

### 7. GITHUB LINK OF THIS DA

https://github.com/acexhp/submission\_da.git

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"This assignment submission is my own, original work".

Allis Hierholzer