

Arduino Handmade Peripherals functions

0.1

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

port	This contains the attributs and methods for the port driver	??
----------------------	---	----

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

main.cpp	??
headers/ ports.h		
Class prototype for the ports driver	??
sources/ ports.cpp	??

Chapter 3

Class Documentation

3.1 port Class Reference

this contains the attributs and methods for the port driver

```
#include <ports.h>
```

Public Member Functions

- `port` (volatile uint8_t &nom)
Constructor creates a new port instance.
- void `set_output` (int pin, bool state)
sets the pin in DIGITAL OUTPUT MODE
- void `set_input` (int pin)
sets the pin as INPUT MODE with pull-up disable
- void `invert` (const int &time)
inverts the state of the specified PORT (DEFAULT STATE: 10101010)

Protected Attributes

- volatile uint8_t * `port_name`
pointer to the io register PORTx (x{B,C,D})
- bool `broche`
ensure the creation of a port instance

3.1.1 Detailed Description

this contains the attributs and methods for the port driver

Definition at line 20 of file ports.h.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 port::port (volatile uint8_t & nom)

Constructor creates a new port instance.

Parameters

<i>&nom</i>	the name of the port (PORTB,PORTC,PORTD)
-----------------	--

Returns

nothing

Definition at line 19 of file ports.cpp.

3.1.3 Member Function Documentation

3.1.3.1 void port::invert (const int & *time*)

inverts the state of the specified PORT (DEFAULT STATE: 10101010)

Parameters

<i>time</i>	gives the time between each state (in milliseconds)
-------------	---

Returns

nothing

Definition at line 113 of file ports.cpp.

3.1.3.2 void port::set_input (int *pin*)

sets the pin as INPUT MODE with pull-up disable

Parameters

<i>pin</i>	the pin number of the port (PIN0..PIN7)
------------	---

Returns

nothing

Definition at line 74 of file ports.cpp.

3.1.3.3 void port::set_output (int *pin*, bool *state*)

sets the pin in DIGITAL OUTPUT MODE

Parameters

<i>pin</i>	the pin number of the port (PIN0..PIN7)
<i>state</i>	the pin state (HIGH or LOW)

Returns

nothing

Definition at line 23 of file ports.cpp.

3.1.4 Member Data Documentation

3.1.4.1 `bool port::broche` `[protected]`

ensure the creation of a port instance

Definition at line 67 of file ports.h.

3.1.4.2 `volatile uint8_t* port::port_name` `[protected]`

pointer to the io register PORTx (x{B,C,D})

Definition at line 66 of file ports.h.

The documentation for this class was generated from the following files:

- headers/[ports.h](#)
- sources/[ports.cpp](#)

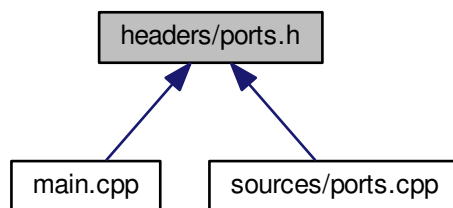
Chapter 4

File Documentation

4.1 headers/ports.h File Reference

Class prototype for the ports driver.

This graph shows which files directly or indirectly include this file:



Classes

- class [port](#)

this contains the attributs and methods for the port driver

4.1.1 Detailed Description

Class prototype for the ports driver. This contains the class for the ports driver and also the attributs and methods you will need

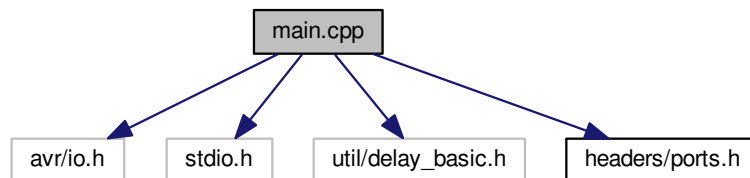
Author

Alex velásquez Meling No known bugs

Definition in file [ports.h](#).

4.2 main.cpp File Reference

```
#include <avr/io.h>
#include <stdio.h>
#include <util/delay_basic.h>
#include "headers/ports.h"
Include dependency graph for main.cpp:
```



Macros

- `#define HIGH true`
- `#define LOW false`
- `#define low LOW`
- `#define high HIGH`

Functions

- `int main (void)`

4.2.1 Macro Definition Documentation

4.2.1.1 `#define HIGH true`

Definition at line 6 of file main.cpp.

4.2.1.2 `#define high HIGH`

Definition at line 9 of file main.cpp.

4.2.1.3 `#define LOW false`

Definition at line 7 of file main.cpp.

4.2.1.4 `#define low LOW`

Definition at line 8 of file main.cpp.

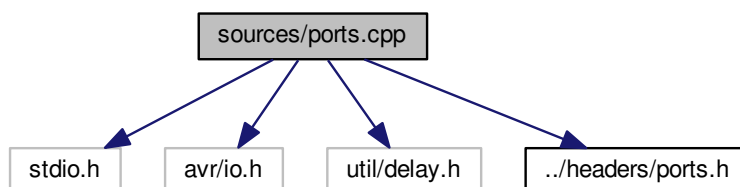
4.2.2 Function Documentation

4.2.2.1 int main (void)

Definition at line 12 of file main.cpp.

4.3 sources/ports.cpp File Reference

```
#include <stdio.h>
#include <avr/io.h>
#include <util/delay.h>
#include "../headers/ports.h"
Include dependency graph for ports.cpp:
```



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