

# Arquitetura de Computadores

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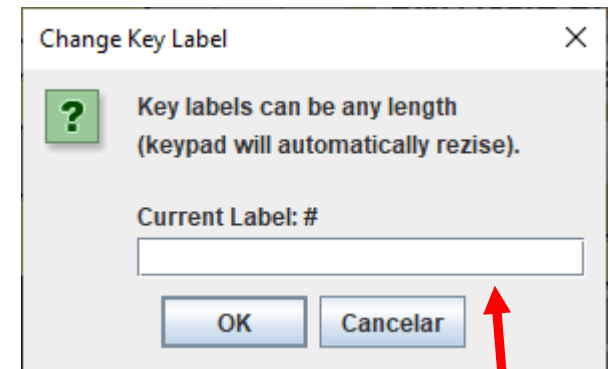
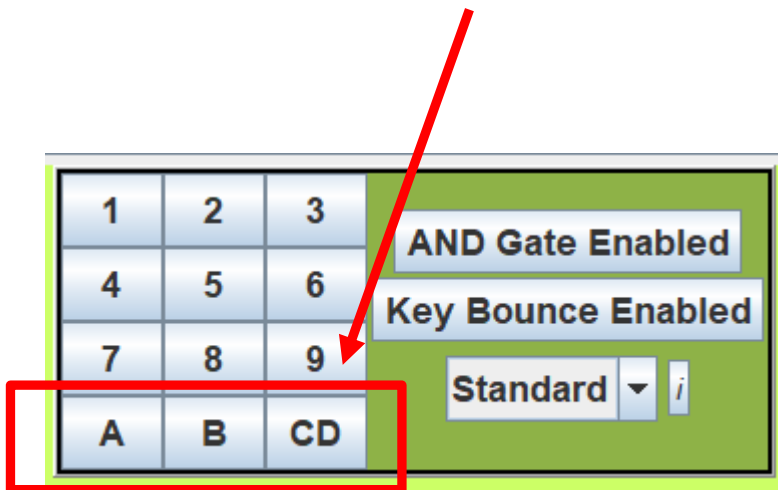
PROF. ISAAC

# Personalizando o EdSim51 para Projeto

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# Modificando as Teclas do Teclado Matricial

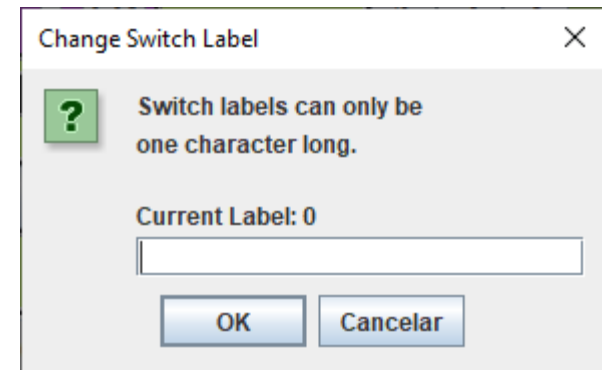
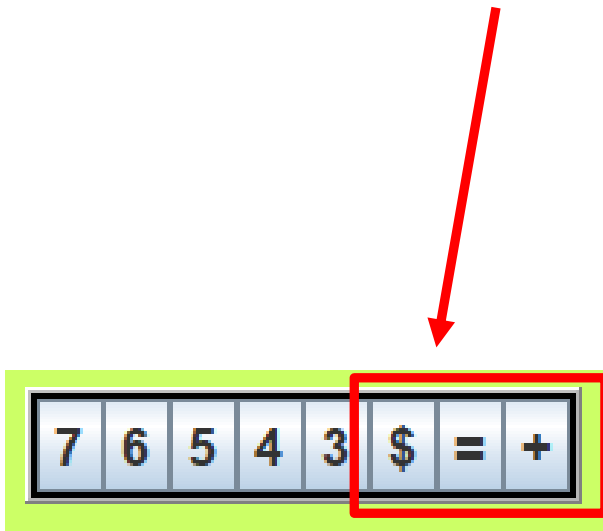
No edSim51 você pode modificar as teclas do seu teclado matricial, para configurá-lo de acordo com o seu projeto.



Para modificar, basta clicar com o botão direito sobre a tecla e escrever o novo *Label* da tecla.

# Modificando os *label* dos botões

No edSim51 você pode modificar os *label* dos botões para configurá-lo de acordo com o seu projeto.



Para modificar, basta clicar com o botão direito sobre o botão e escrever o novo *Label*.

# ADC e DAC

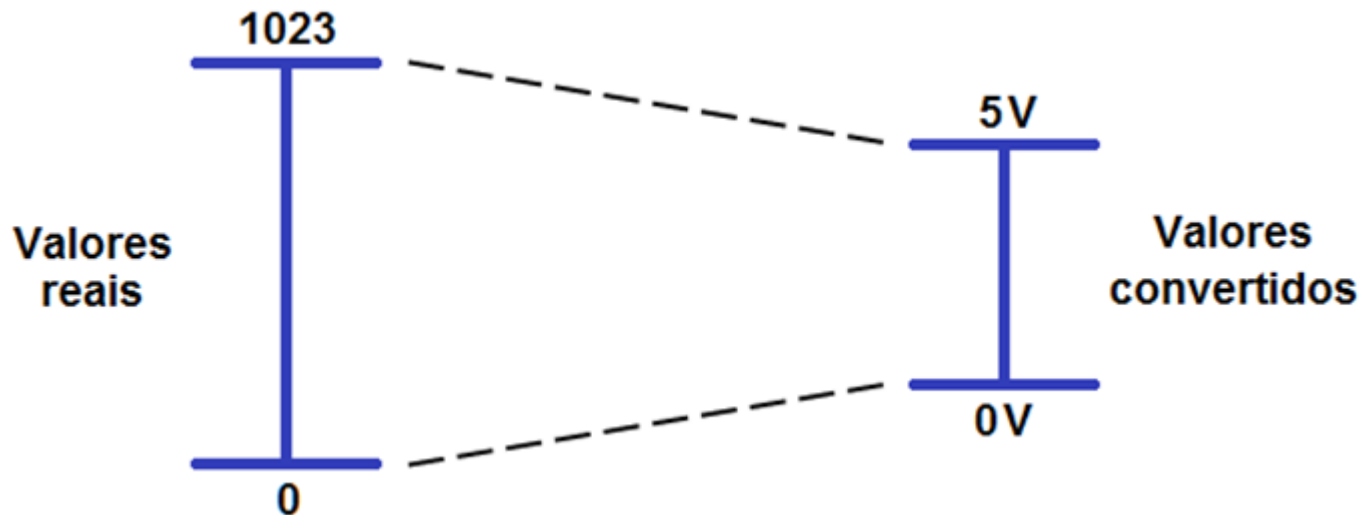
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# DAC

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# DAC - Digital to Analog Converter

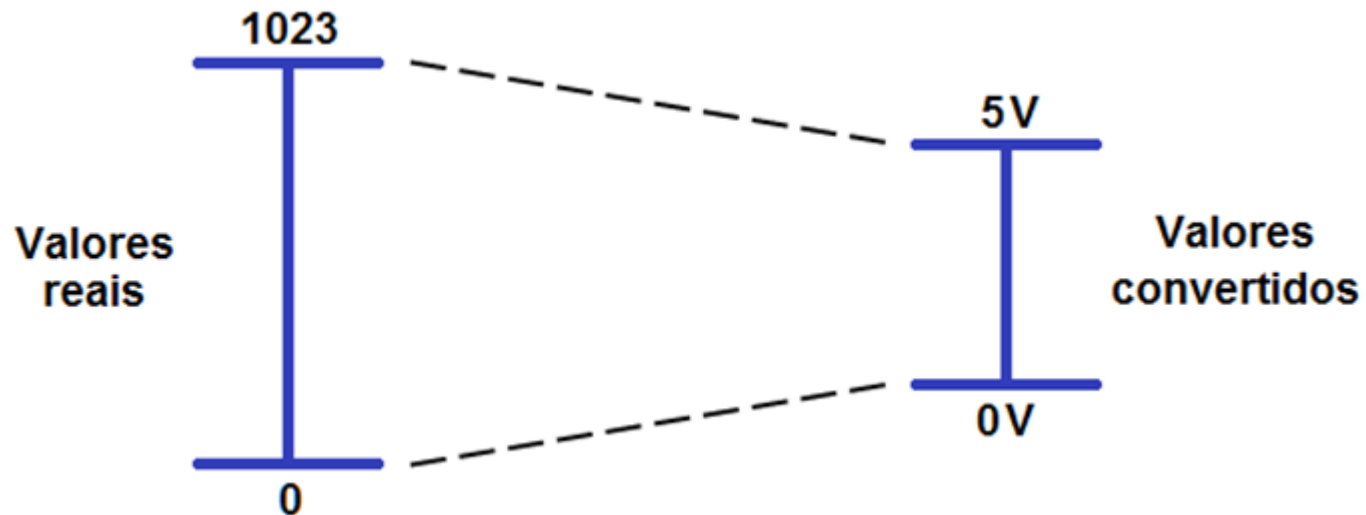
O conversor digital-analógico (DAC), é um circuito eletrônico que converte uma grandeza digital (código binário) em uma grandeza analógica (normalmente uma tensão ou uma corrente).



# DAC - Digital to Analog Converter

Exemplo:

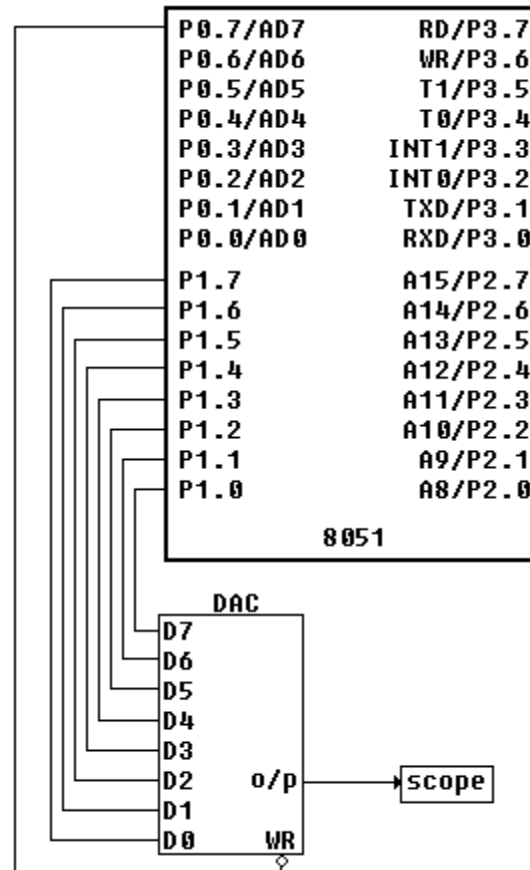
Podemos converter um sinal digital de números de 0 a 1023 para um sinal analógico de tensão de 0 a 5V.





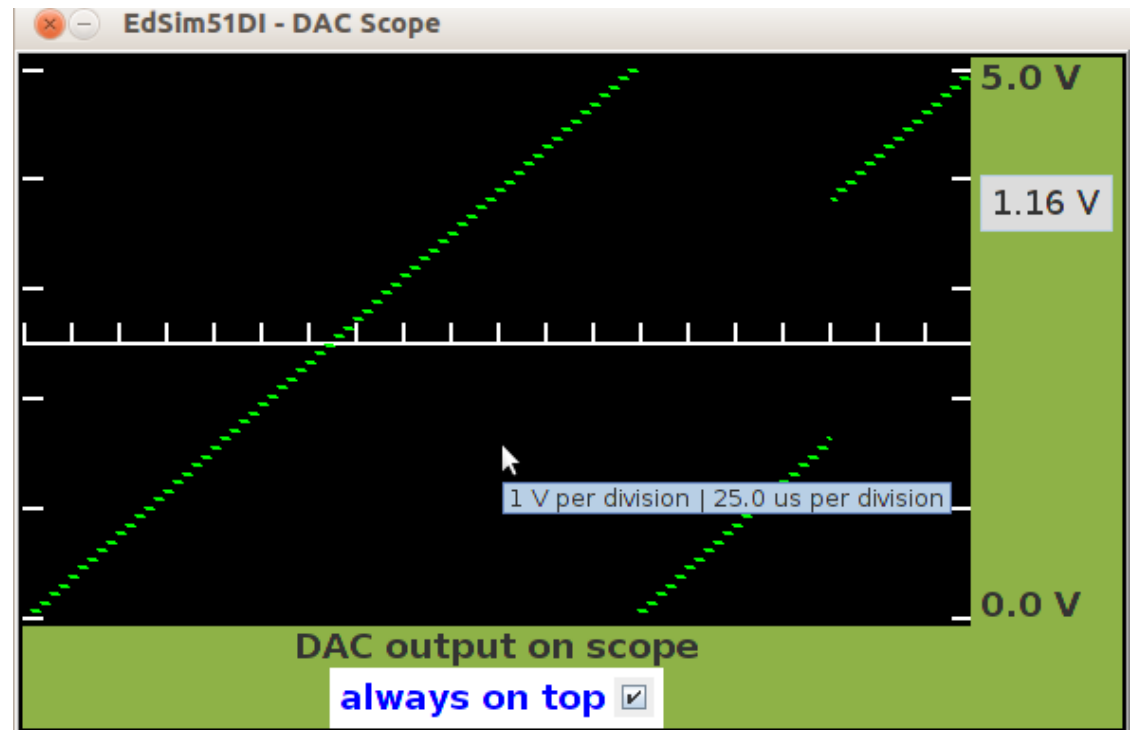
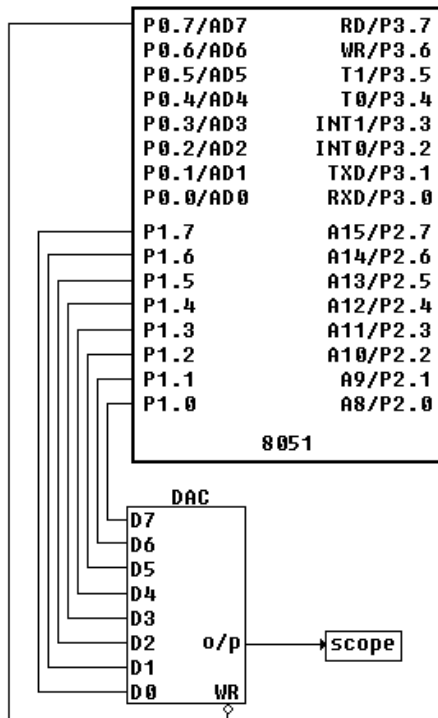
# DAC - Digital to Analog Converter – EdSim51

O 8051 não possui um DAC, mas no simulador EdSim51 tem um DAC externo.



# DAC - Digital to Analog Converter – EdSim51

No EdSim51 o DAC está ligado no *scope*.

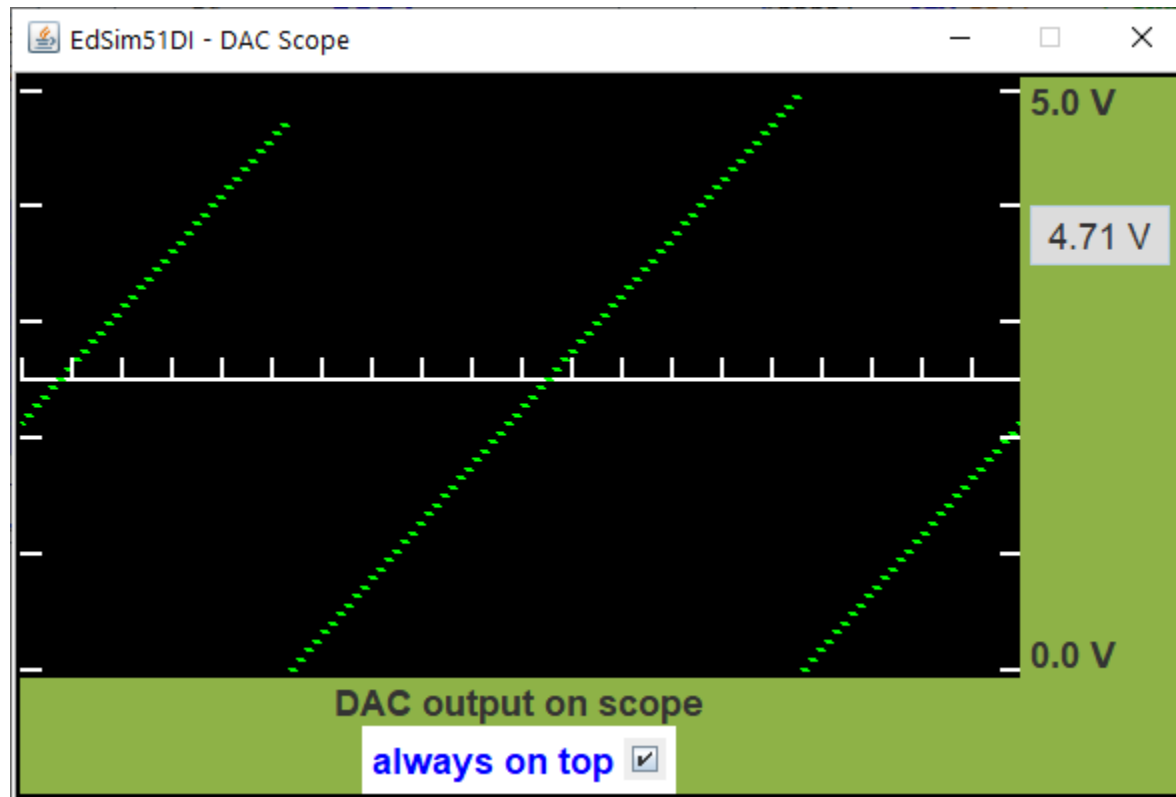


# Programação

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## Exemplo de escrita no DAC

Este exemplo escreve no DAC, será escrito um valor que seja sempre incrementado.



# Exemplo de escrita no DAC

```
; This program generates a ramp on the DAC
; output.

; You can try adding values other than 8
; to the accumulator to see what this does
; to the ramp signal.

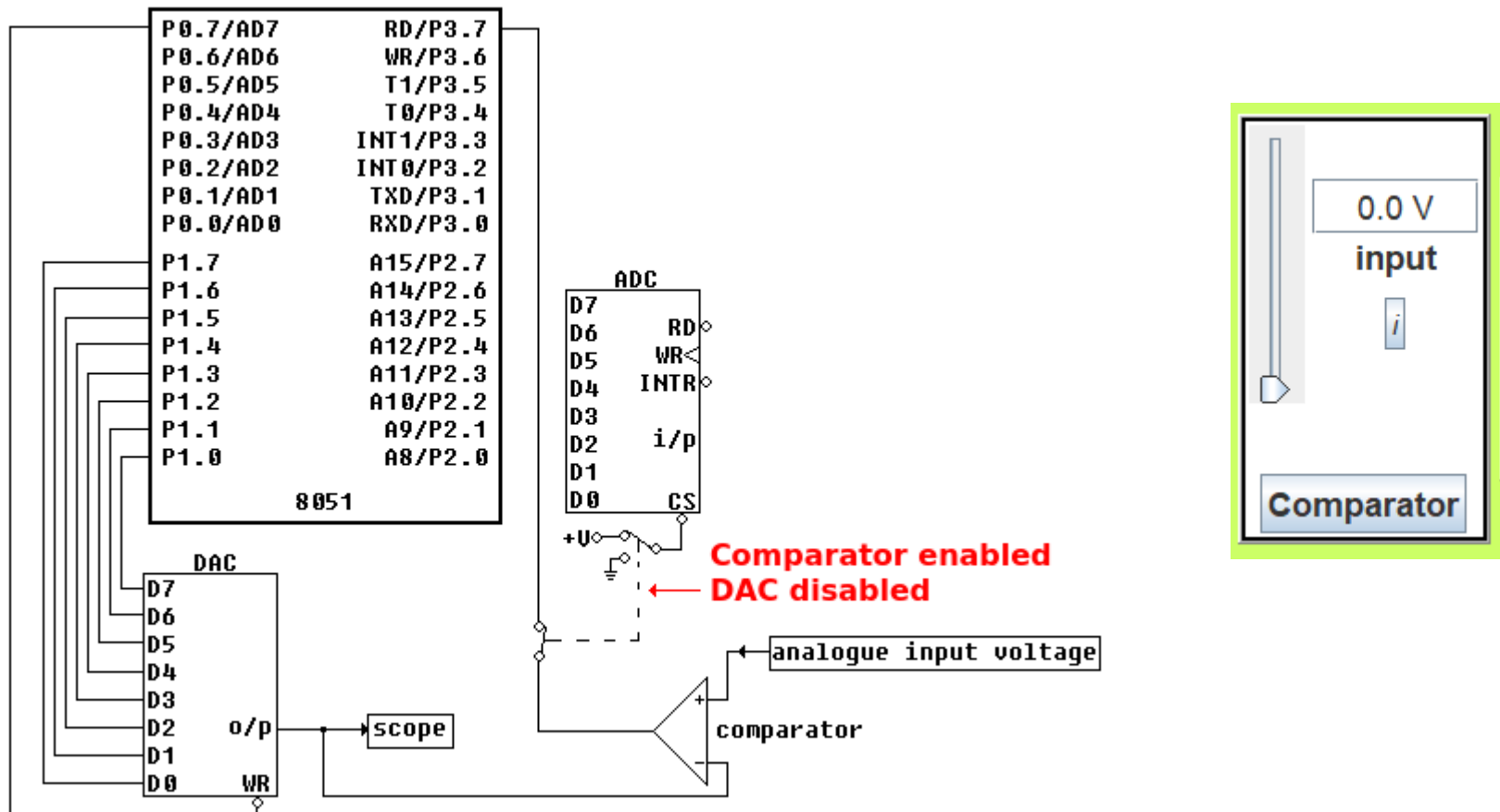
    CLR P0.7    ; enable the DAC WR line
loop:
    MOV P1, A   ; move data in the accumulator to the ADC inputs (on P1)
    ADD A, #4   ; increase accumulator by 4
    JMP loop    ; jump back to loop
```

# Exemplo 02

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# DAC - Digital to Analog Converter – EdSim51

Utilizando o DAC com o comparador.



# Exemplo 02 de escrita no DAC e usando o comparador

Execute o programa e observe o pino P3.7

```
; This program generates a ramp on the DAC
; output.

; You can try adding values other than 8
; to the accumulator to see what this does
; to the ramp signal.

    CLR P0.7    ; enable the DAC WR line
loop:
    MOV P1, A   ; move data in the accumulator to the ADC inputs (on P1)
    ADD A, #4   ; increase accumulator by 4
    JMP loop    ; jump back to loop
```

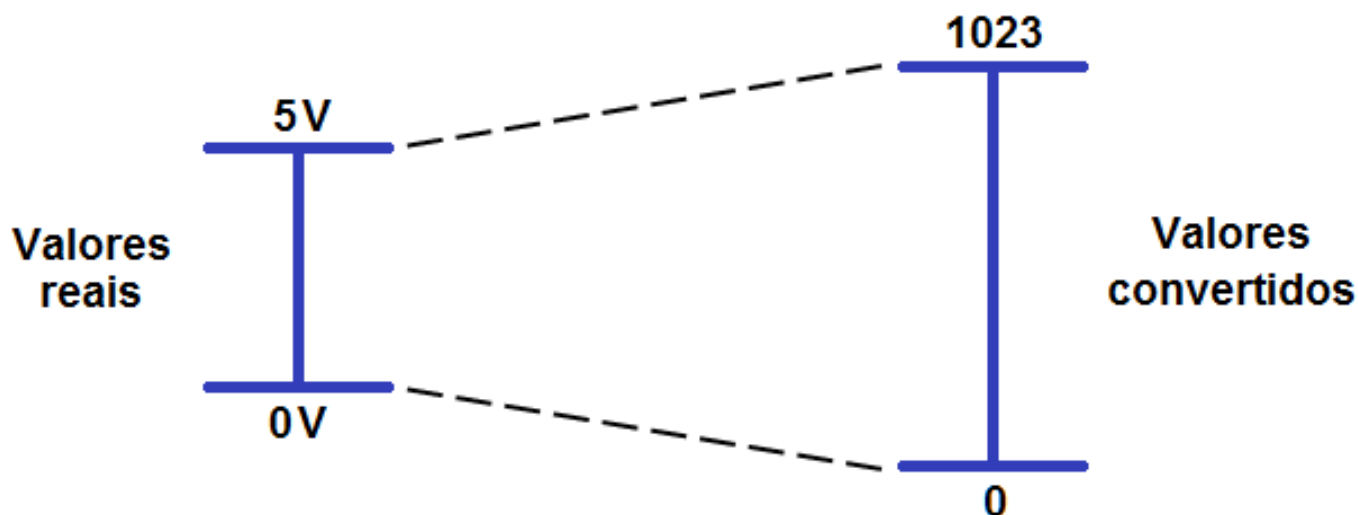


# ADC

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# ADC - Analog to Digital Converter

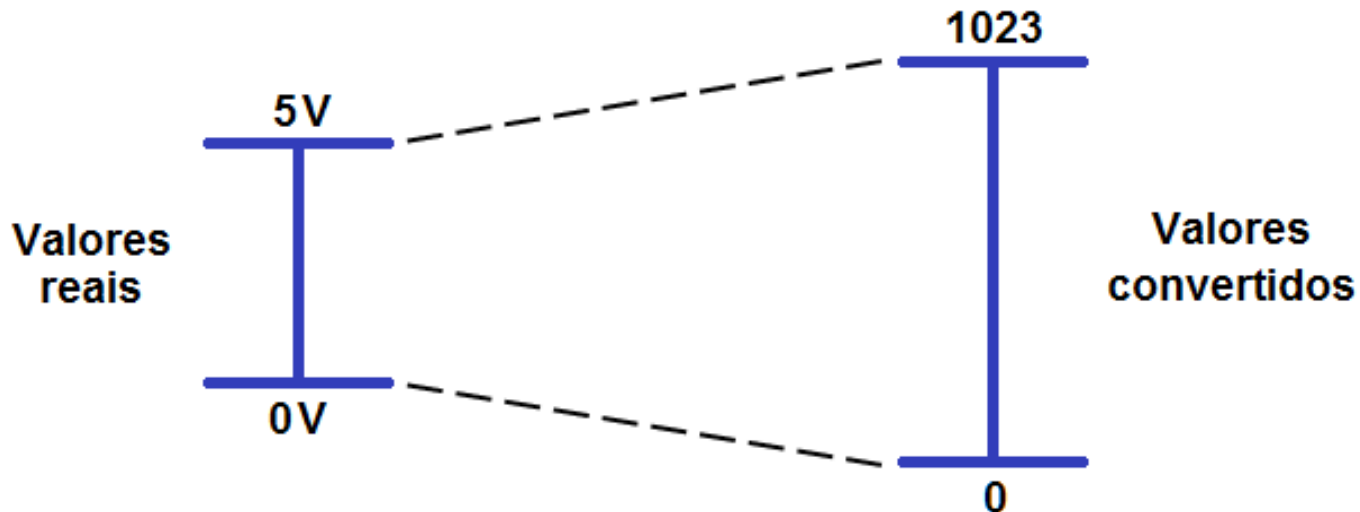
O conversor analógico-digital (ADC), é um circuito eletrônico que converte uma grandeza analógica (normalmente uma tensão ou uma corrente) em uma grandeza digital (código binário).



# ADC - Analog to Digital Converter

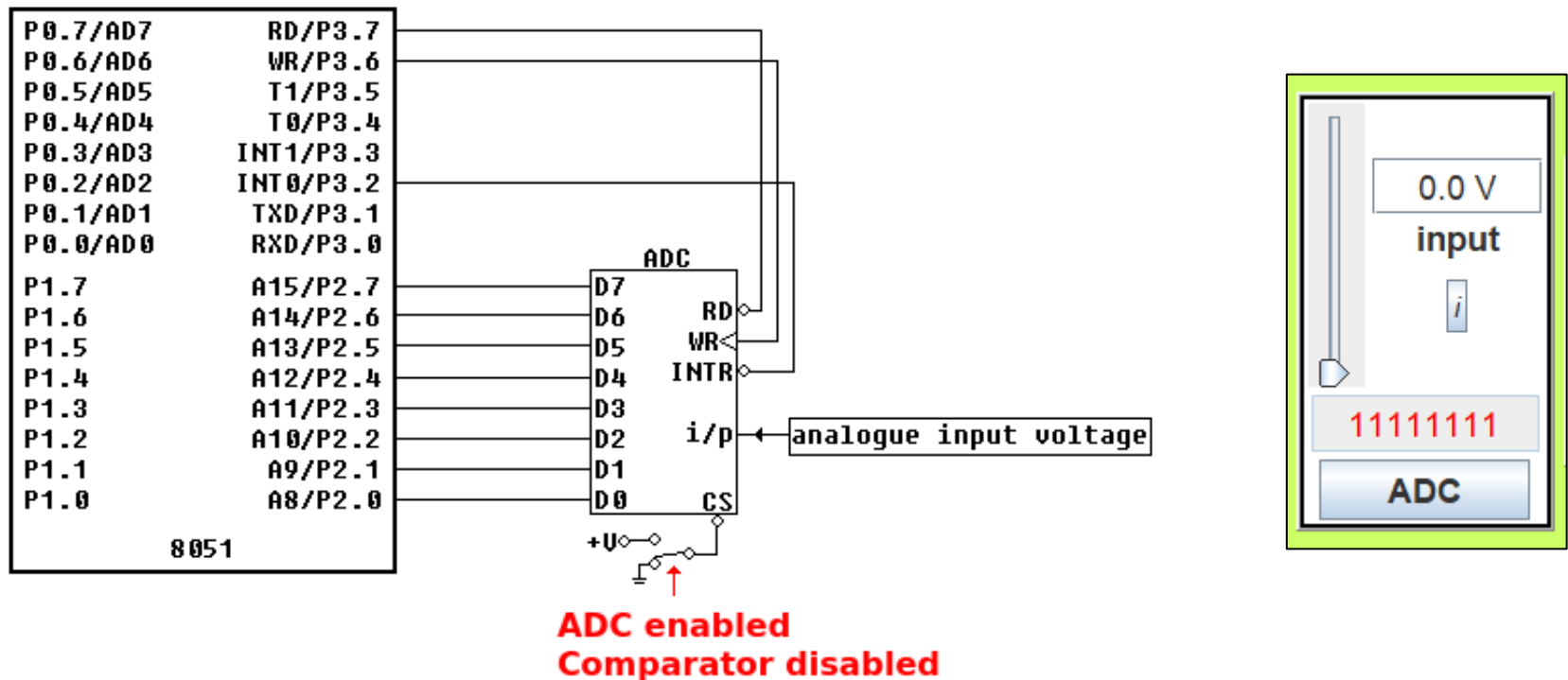
Exemplo:

Podemos converter um sinal analógico de tensão 0 a 5V em números de 0 a 1023 em binário.



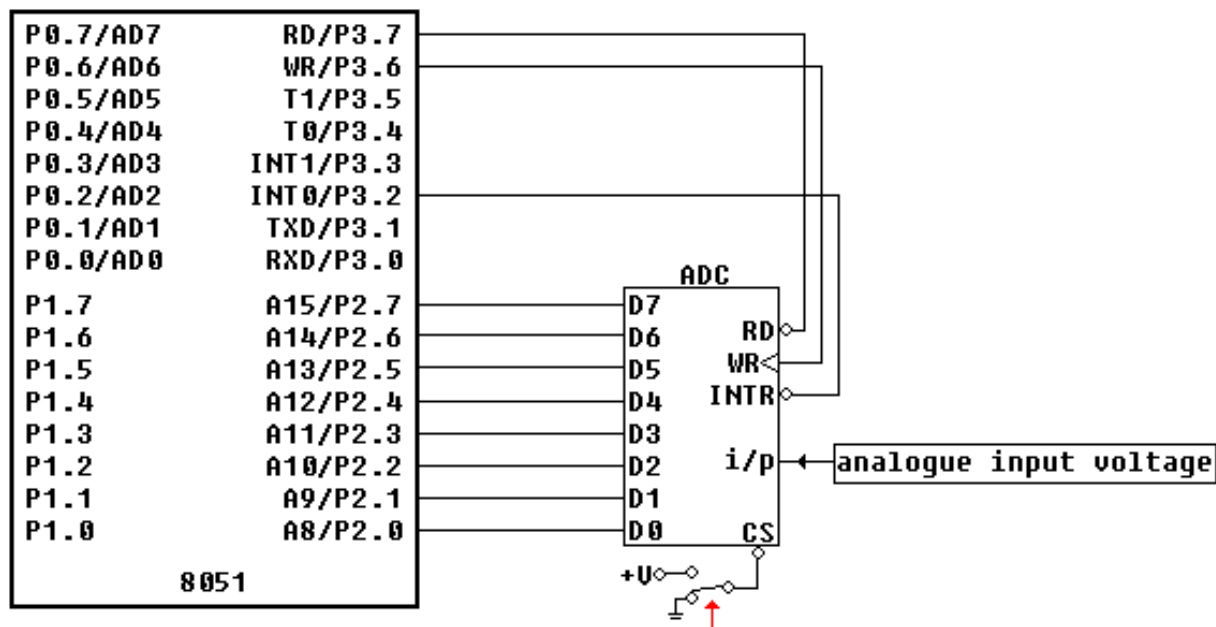
# ADC - Analog to Digital Converter – EdSim51

O 8051 não possui um ADC, mas no simulador EdSim51 tem um ADC externo.

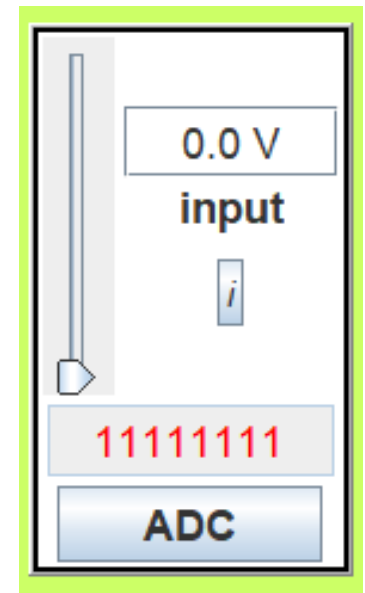


# ADC - Analog to Digital Converter – EdSim51

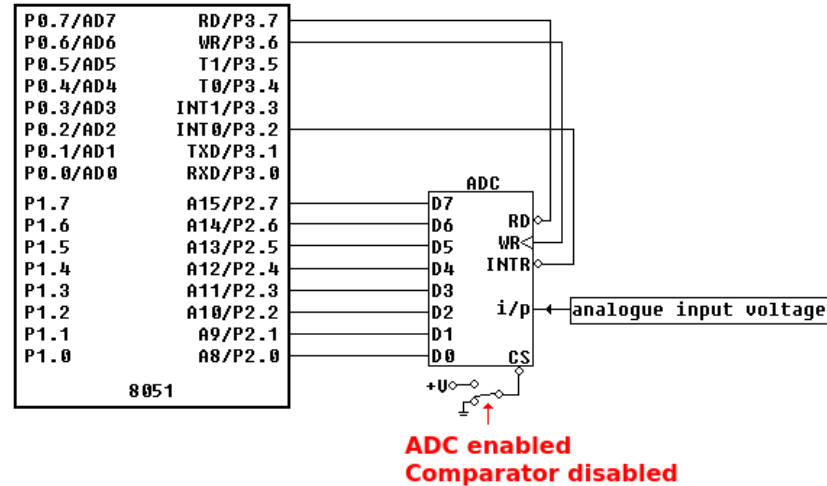
Os valores do ADC devem ser modificados manualmente.



**ADC enabled**  
**Comparator disabled**



# ADC - Analog to Digital Converter – EdSim51



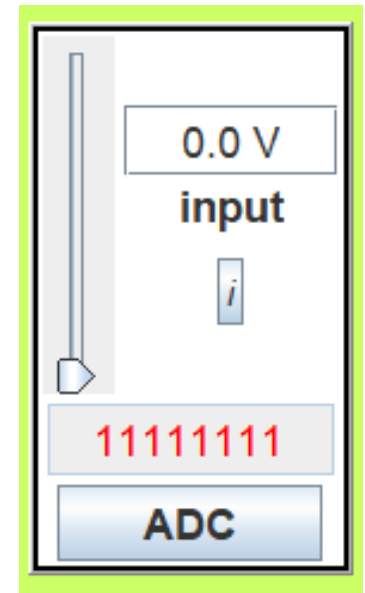
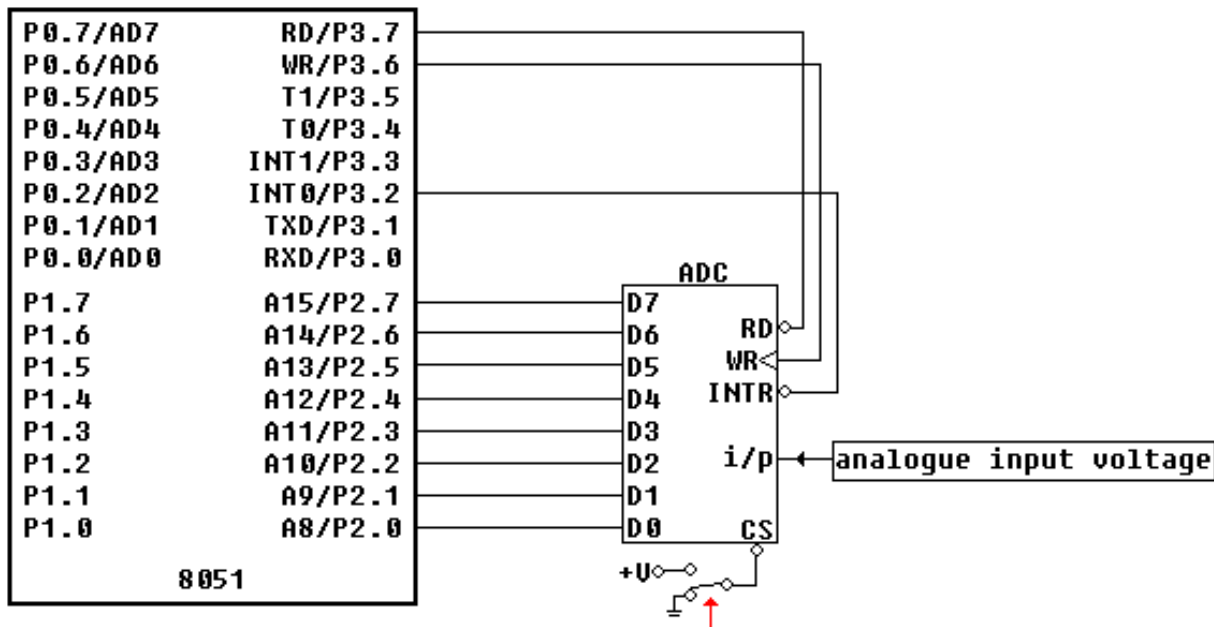
Pin	Function
RD	Enables the tri-state outputs, when logic 0.
WR	On a positive edge, initiates conversion.
INTR	Goes to logic 0 when conversion is complete and remains low until another conversion is initiated.
i/p	Analogue input signal applied here.
CS	Enables the device, when logic 0.
D0 - D7	Tri-state digital outputs.

# Exemplo

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## Exemplo de leitura do ADC

Este exemplo escreve na porta P1 os valores que são lidos no ADC. O valor de tensão do ADC é modificado manualmente.





# Exemplo de leitura do ADC

```
ORG 0                ; reset vector
    JMP main          ; jump to the main program

ORG 03h              ; external 0 interrupt vector
    JMP ext0ISR        ; jump to the external 0 ISR

ORG 30H              ; main program starts here
main:
    SETB IT0          ; set external 0 interrupt as edge-activated
    SETB EX0          ; enable external 0 interrupt
    SETB EA           ; set the global interrupt enable bit
rot:
    CLR P3.6          ; clear ADC WR line
    SETB P3.6         ; then set it - this results in the required positive edge to start a conversion
    CALL delay
    JMP rot
; end of main program

; external 0 ISR - responds to the ADC conversion complete interrupt
ext0ISR:
    CLR P3.7          ; clear the ADC RD line - this enables the data lines
    MOV P1, P2         ; take the data from the ADC on P2 and send it to the DAC data lines on P1
    SETB P3.7         ; disable the ADC data lines by setting RD
    RETI              ; return from interrupt

delay:
    MOV R0, #40
    DJNZ R0, $
    RET
```

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ext0ISR:
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    SETB P3.7   ; disable the ADC data lines by setting RD
    RETI        ; return from interrupt
```

Pedido	Interrupção	Endereço
IE0	Externa 0	0003H
TF0	Temporizador 0	000BH
IE1	Externa 1	0013H
TF1	Temporizador 1	001BH
TI ou RI	Serial	0023H

# Exemplo de leitura do ADC

```

ORG 0           ; reset vector
    JMP main    ; jump to the main program

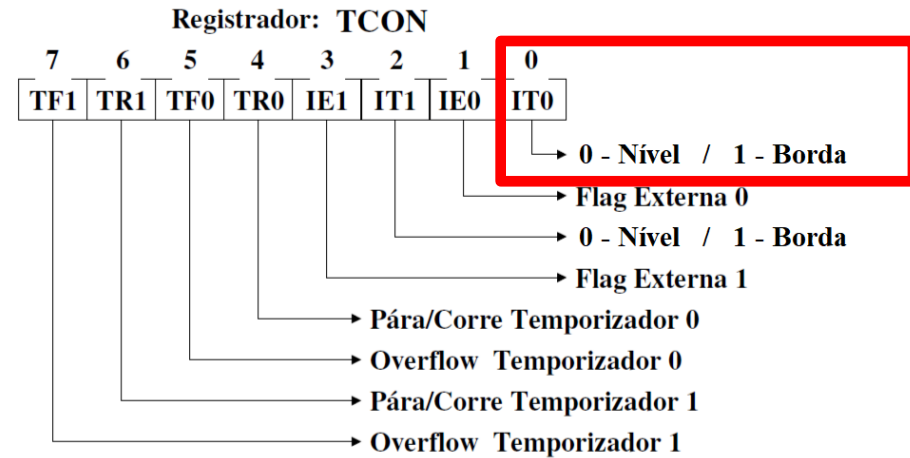
ORG 03h         ; external 0 interrupt vector
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    RETI        ; return from interrupt
    
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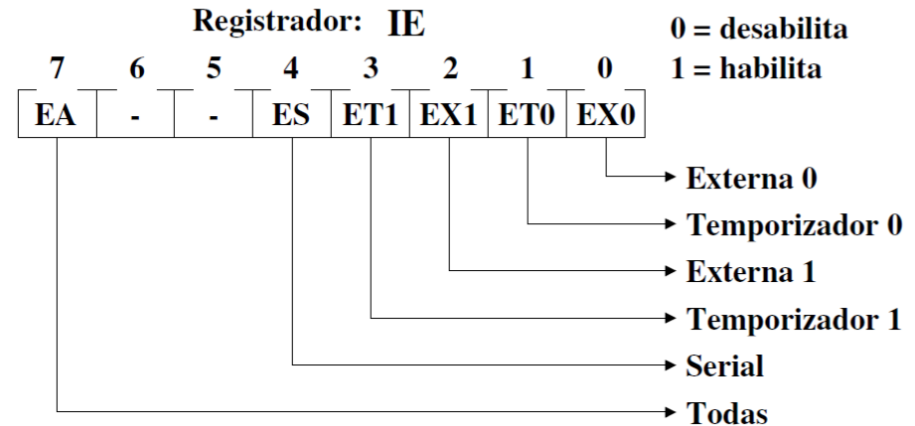
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; end of main program

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ext0ISR:
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    RETI         ; return from interrupt
```

# Exemplo de leitura do ADC

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    CLR P3.6    ; clear ADC WR line
    SETB P3.6   ; then set it - this results in the required positive edge to start a conversion
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    JMP rot

; end of main program

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ext0ISR:
    CLR P3.7    ; clear the ADC RD line - this enables the data lines
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```

# Exemplo de leitura do ADC

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rot:
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    JMP rot
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ext0ISR:
    CLR P3.7     ; clear the ADC RD line - this enables the data lines
    MOV P1, P2   ; take the data from the ADC on P2 and send it to the DAC data lines on P1
    SETB P3.7    ; disable the ADC data lines by setting RD
    RETI         ; return from interrupt

delay:
    MOV R0, #40
    DJNZ R0, $
    RET
```

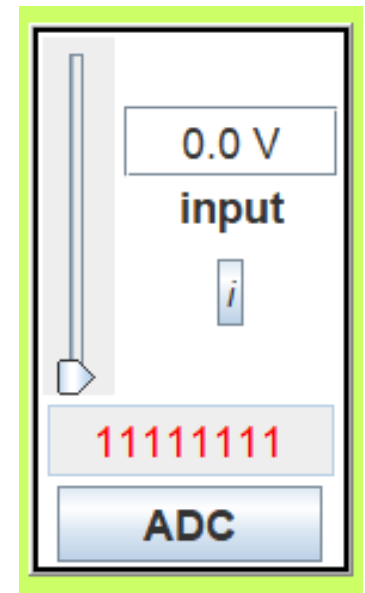
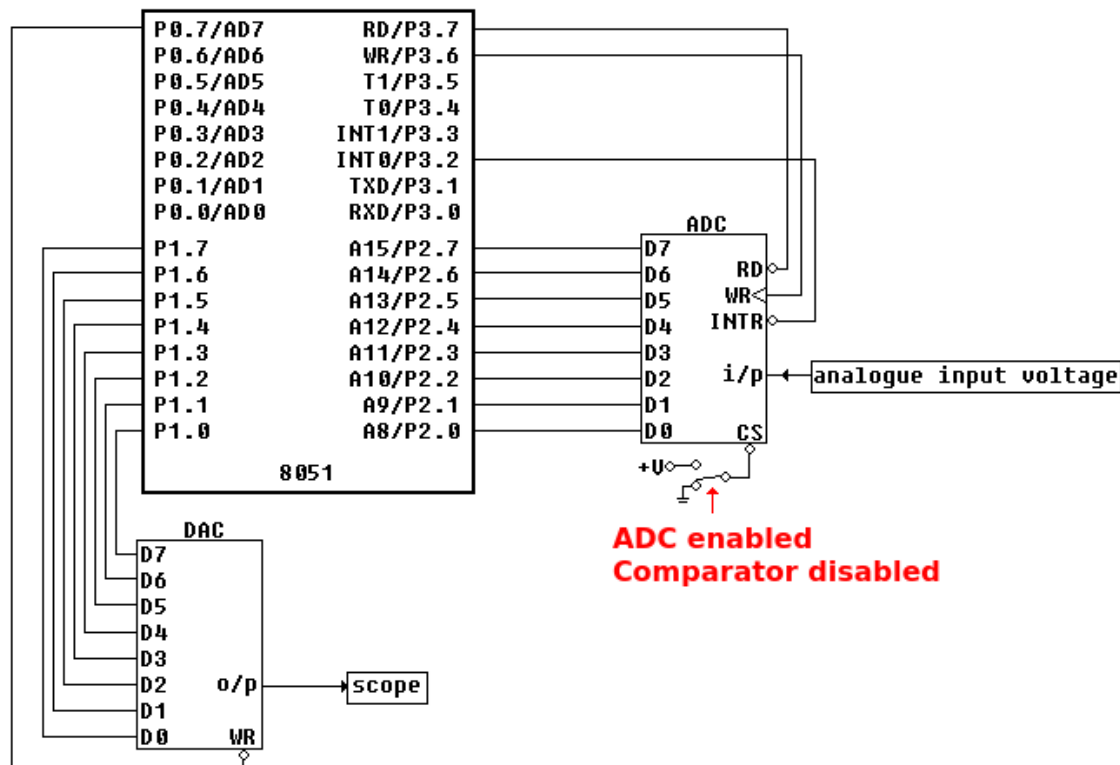


# Exemplo 02

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# Exemplo de leitura do ADC

Este exemplo escreve no DAC os valores lidos no ADC. Utilizando o timer para calculo do tempo de leitura do ADC.



# Exemplo 02 de leitura do ADC

```
ORG 0          ; reset vector
    JMP main    ; jump to the main program

ORG 3          ; external 0 interrupt vector
    JMP ext0ISR ; jump to the external 0 ISR

ORG 0Bh        ; timer 0 interrupt vector
    JMP timer0ISR ; jump to timer 0 ISR

ORG 30H        ; main program starts here
main:
    SETB IT0    ; set external 0 interrupt as edge-activated
    SETB EX0    ; enable external 0 interrupt
    CLR P0.7    ; enable DAC WR line
    MOV TMOD, #2 ; set timer 0 as 8-bit auto-reload interval timer

    MOV TH0, #-50 ; | put -50 into timer 0 high-byte - this reload value,
                  ; | with system clock of 12 MHz, will result in a timer 0 overflow every 50 us
    MOV TL0, #-50 ; | put the same value in the low byte to ensure the timer starts counting from
                  ; | 236 (256 - 50) rather than 0

    SETB TR0    ; start timer 0
    SETB ET0    ; enable timer 0 interrupt
    SETB EA     ; set the global interrupt enable bit
    JMP $       ; jump back to the same line (ie: do nothing)

; end of main program

; timer 0 ISR - simply starts an ADC conversion
timer0ISR:
    CLR P3.6    ; clear ADC WR line
    SETB P3.6   ; then set it - this results in the required positive edge to start a conversion
    RETI        ; return from interrupt

; external 0 ISR - responds to the ADC conversion complete interrupt
ext0ISR:
    CLR P3.7    ; clear the ADC RD line - this enables the data lines
    MOV P1, P2  ; take the data from the ADC on P2 and send it to the DAC data lines on P1
    SETB P3.7   ; disable the ADC data lines by setting RD
    RETI        ; return from interrupt
```

# Bibliografia

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ZELENOVSKY, R.; MENDONÇA, A. Microcontroladores Programação e Projeto com a Família 8051. MZ Editora, RJ, 2005.

Gimenez, Salvador P. Microcontroladores 8051 - Teoria e Prática, Editora Érica, 2010.