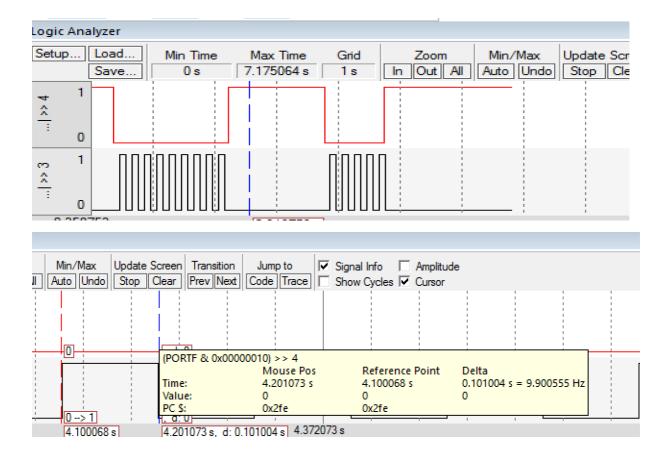
LAB 2 Deliverables

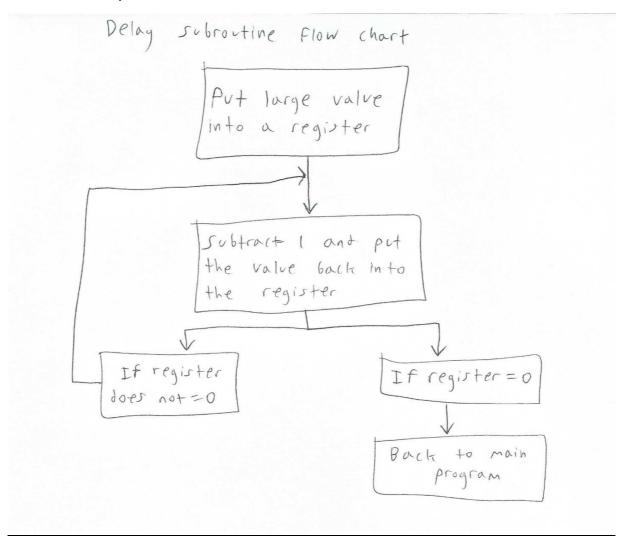
Akaash Chikarmane, Milan Feliciello

Section #: 16085

EIDs: avc536, MFF426



Flowchart for Delay Subroutine



Pseudo-Code for Delay

start of delay subroutine *16000 cycles/ms

```
;************ main.s *********
; Program written by: Akaash Chikarmane
; Date Created: 1/22/2016
; Last Modified: 2/12/2016
; Section Tuesday 2-3
; Instructor: Ramesh Yerraballi
; Lab number: 2
; Brief description of the program
; The overall objective of this system an interactive alarm
; Hardware connections
; PF4 is switch input (1 means SW1 is not pressed, 0 means SW1 is pressed)
; PF3 is LED output (1 activates green LED)
; The specific operation of this system
; 1) Make PF3 an output and make PF4 an input (enable PUR for PF4).
; 2) The system starts with the LED OFF (make PF3 =0).
; 3) Delay for about 100 ms
; 4) If the switch is pressed (PF4 is 0), then toggle the LED once, else turn the LED OFF.
; 5) Repeat steps 3 and 4 over and over
GPIO_PORTF_DATA_R EQU 0x400253FC
GPIO_PORTF_DIR_R EQU 0x40025400
GPIO_PORTF_AFSEL_R EQU 0x40025420
GPIO_PORTF_PUR_R EQU 0x40025510
GPIO_PORTF_DEN_R EQU 0x4002551C
GPIO_PORTF_AMSEL_R EQU 0x40025528
GPIO_PORTF_PCTL_R EQU 0x4002552C
SYSCTL RCGCGPIO R EQU 0x400FE608
```

AREA |.text|, CODE, READONLY, ALIGN=2

```
THUMB
```

EXPORT Start

Start

LDR RO,=SYSCTL_RCGCGPIO_R

LDR R1, [R0]

ORR R1, #0x20 ;enable clock for Port F (0010 0000)

STR R1, [R0]

NOP ;stabilize clock

NOP

LDR RO,=GPIO_PORTF_DEN_R

LDR R1, [R0]

ORR R1, #0x18 ;enable digital I/O for PF3, PF4

STR R1, [R0]

LDR RO,=GPIO_PORTF_DIR_R

LDR R1, [R0]

ORR R1, #0x08 ;PF3=output BIC R1, #0x10 ;PF4=input

STR R1, [R0]

LDR RO,=GPIO_PORTF_AFSEL_R

LDR R1, [R0]

BIC R1, #0x18 ;no alternate function for PF3,4

STR R1, [R0]

LDR RO,=GPIO_PORTF_PUR_R

LDR R1, [R0]

ORR R1, #0x10 ;PUR enable for PF4

STR R1, [R0]

LDR RO,=GPIO_PORTF_DATA_R

LDR R1, [R0]

BIC R1, #0x08 ;LED is initially off

STR R1, [R0]

loop

BL DELAY

LDR RO,=GPIO_PORTF_DATA_R

LDR R1, [R0] ;read the switch (R1 = adjusting PF3)

MOV R2, R1 ;R2 = checking PF4

MOV R3, R1 ;R3 = original data

AND R2, #0x10 ;clear all but PF4

SUBS R2, #0x10

BEQ CLEAR ;if PF4 = 1, clear PF3

AND R1, #0x08 ;clear all but PF3

EOR R1, #0x08 ;toggle PF3

BIC R3, #0x08 ;clear original PF3

ORR R3, R1, R3 ;recombine

STR R3, [R0]

B loop

CLEAR

BIC R3, #0x08

STR R3, [R0]

B loop

DELAY LDR R0,=COUNT ;start of delay subroutine *16000 cycles/ms

LDR R1, [R0]

REPEAT SUBS R1, R1, #1

BNE REPEAT

BX LR

COUNT DCD 400000

ALIGN ; make sure the end of this section is aligned

END ; end of file

Simulation Timing

