| Lab 6 grading sheet | | | Circle professor | | |
|---|------------------|-------------------------|--------------------------|--|--|
| 1) Name Last | First | EID | VJR, MT, JV, RY | | |
| | | | | | |
| 2) Name Last | First | EID | VJR, MT, JV, RY | | |
| Use same spelling as listed on Blackboard | THSt | EID | VJK, WI1, JV, K1 | | |
| Ose same spetting as astea on Blackboard | | | | | |
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| 1. All source files that you have chan | iged or added (| like main.c) should be | committed to SVN. Please | | |
| do not commit other file types. | | | | | |
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| | | | | | |
| 2. Deliverables 20%: | | | | | |
| 0) This sheet | | | | | |
| Combine the following components | | 2 0 0 | • | | |
| SVN before your checkout time. Have | | | | | |
| Circuit diagram showing the D Software Design | AC and any of | ner nardware used in i | inis iab, PCB Artist | | |
| Draw pictures of the data | etructures used | to store the sound dat | ta | | |
| If you organized the syste | | | .a | | |
| then draw its data | | _ | | | |
| 3) A picture of the dual scope (pa | Ŭ | • | | | |
| 4) Measurement Data | | | | | |
| Show the theoretical response | onse of DAC v | oltage versus digital v | alue (part c, Table 6.3) | | |
| Show the experimental re- | | | | | |
| Calculate resolution, rang | | | | | |
| 5) Brief, one sentence answers to | the following | questions | | | |
| When does the interrupt to | | | | | |
| In which file is the interru | | | | | |
| List the steps that occur after trigger occurs and before processor executes handler. | | | | | |
| It looks like BX LR instruction simply moves LR into PC, how does this return? | | | | | |
| | | | | | |
| | | | | | |
| 3. Performance 35%: | | | | | |
| Does it handle correctly all situ | iations as speci | fied? | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| 4. Adhere to coding standard 5%: | | | | | |
| Good Names have meaning | | | | | |
| Variables have units in comments | S | | | | |
| Consistent indentation Consistent use of braces | | | | | |
| C99 style | | | | | |

| | 1) | 2) |
|-----------------------|----|----|
| 5. Demonstration 40%: | | |

You should be able to demonstrate the three notes. Be prepared to explain how your software works. You should be prepared to discuss alternative approaches and be able to justify your solution. The TA may look at your data and expect you to understand how the data was collected and how DAC works. In particular, you should be able to design a DAC with 5 to 10 bits. What is the range, resolution and precision? You will tell the TA what frequency you are trying to generate, and they may check the accuracy with a frequency meter or scope. TAs may ask you what frequency it is supposed to be, and then ask you to prove it using calculations. Just having three different sounding waves is not enough, you must demonstrate the frequency is proper and it is a sinewave (at least as good as you can get with a 4-bit DAC). You will be asked to attach your DAC output to the scope (part g). Many students come for their checkout with systems that did not operate properly. You may be asked SysTick interrupt and DAC questions. If the desired frequency is f, and there are n samples in the sine wave table, what SysTick interrupt period would you use?

This lab mentions 32 samples per cycle. Increasing the DAC output rate and the number of points in the table is one way of smoothing out the "steps" that in the DAC output waveform. If we double the number of samples from 32 to 64 to 128 and so on, keeping the DAC precision at 4-bit, will we keep getting a corresponding increase in quality of the DAC output waveform?

As you increase the number of bits in the DAC you expect an increase in the quality of the output waveform. If we increase the number of bits in the DAC from 4 to 6 to 8 and so on, keeping the number of points in the table fixed at 32, will we keep getting a corresponding increase in quality of the DAC output waveform?

| | 1) | 2) |
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| Total: | | |