The Last Music Trainer Embedded System Design, Lab 4

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1 Objectives and Problem Descriptions

1.1 Beginner Music Trainer

The objective of this lab is to develop microcontroller-based, beginner music trainer with the following features:

- 1. Be capable of playing simple songs using PBasic's FREQOUT Pin, Duraction, Freq1 $\{$, Freq2 $\}$ command. This including the ability to
 - a. play any piano tone in the 4th-7th octave {C, C#, D, D#, E, F, F#, G, G#, A, A#, B};
 - b. change the base tempo's whole note duration;
 - c. play each note for $\{1, \frac{1}{2}, \frac{1}{4}, \frac{1}{8}, \frac{1}{16}, \frac{1}{32}\}$ of the base tempo;
 - d. play each note for $1\frac{1}{2}*\{1,\frac{1}{2},\frac{1}{4},\frac{1}{8},\frac{1}{16},\frac{1}{32}\}$ (dotten notes) of the base tempo; and
 - e. play two tones simultaneously over the same duration.
- 2. allow user to select from a menu of 5 Ring Tone Text Transfer Language (RTTTL) songs, using a pushbutton switch—each push causes an advance to the next song.
- 3. allow user to increase the base tempo by a factor of 1-4 using a potentiometer rotary knob.
- 4. display the current note being played on a 7-segment display, using the decimal point to indicate sharp notes. Furthermore, display the note's octave with individual LEDs.
- 5. play each song in an infinite loop if user does not advance to the next song.

2 Procedure

2.1 Circuit Design

2.2 Data Design

one-byte-data-analysis.pdf

Table 1: Single Byte Data Lookup Table

two-tone-data-analysis.pdf

- 2.3 Data Generation from RTTTL Files
- 2.4 Implementation Flowchart
- 3 Expected Results
- 3.1 Why is this a section?

I expected my microcontroller and circuit to behave as described in section 1.1. Not going to waste paper by copying the specifications here...

- 4 Experiment and Design Revisions
- 5 Observations
- 6 Discussion
- 7 Exercises

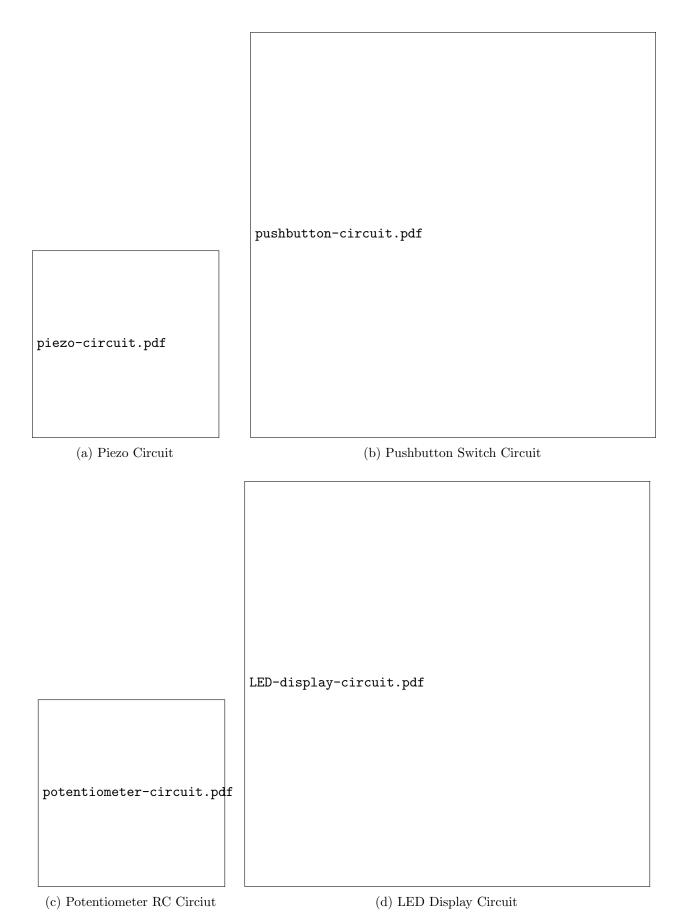


Figure 1: Hardware for 4The Last Music Trainer

8 Implementation Code