

ECE 375  
Computer Organization and Assembly Language Programming  
Winter 2015  
Assignment #3

[25 pts]

- 1- Consider the AVR code segment shown below that initializes and handles interrupts.
- (a) Explain in words what the code accomplishes when it is executed. That is, explain what it does and how it does it.
  - (b) Write and explain the interrupt initialization code (lines (1)-(7)) necessary to make the interrupt service routine (starting at ISR:) work properly. More specifically,
    - (i) Fill in lines 1-2 with the necessary code to set the interrupt in question to detect an interrupt on a rising edge.
    - (ii) Fill in lines 3-4 with the necessary code to mask out all other interrupts except the interrupt in question.
    - (iii) Fill in lines 5-6 with the necessary code to set the port in question for input.
    - (iv) Fill in line 7 to enable interrupt.

```
.include "m128def.inc"
.def mpr = r16                ; Multi-purpose register
.def count = r17              ; Assume R17 is initially 0

.ORG $0000
START: RJMP INIT
.ORG $0002
      JMP ISR
.ORG $0046
INIT:  _____(1)
      _____(2)
      _____(3)
      _____(4)
      _____(5)
      _____(6)
      _____(7)
      LDI XH, high(CTR)
      LDI XL, low(CTR)
      LDI YH, high(DATA)
      LDI YL, low(DATA)
WAIT:  RJMP WAIT
.ORG 0x100F
ISR:   IN  mpr, PINA
      ST  Y+, mpr
      INC count
      ST  X, count
      RETI

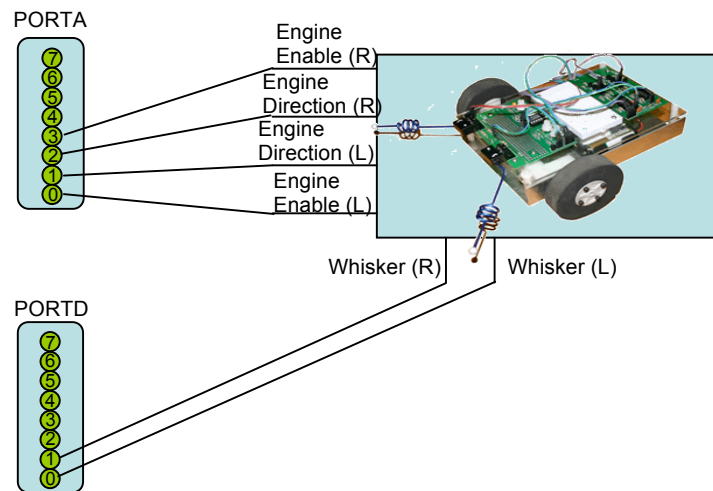
.DSEG
CTR:   .BYTE 1
DATA:  .BYTE 256
```

[25 pts]

2- Consider the AVR code segment shown below that initializes I/O and interrupts for Tekbot shown below.

```
.include "m128def.inc"
.def mpr = r16
.org $0000
rjmp INIT
...

INIT:  _____ (1) ;
       _____ (2) ;
       _____ (3) ;
       _____ (4) ;
       _____ (5) ;
       _____ (6) ;
       _____ (7) ;
       _____ (8) ;
       _____ (9) ;
       _____ (10) ;
sei                                     ; Turn on interrupts
```



- Fill in the lines 1-2 with the necessary code to set Data Directional Register x to control engine enable and engine direction for both left and right wheels.
- Fill in the lines 3-4 with the necessary code to set Data Directional Register x to detect left and right whisker movements.
- Fill in the lines 5-6 to enable the pull-up resistors for left and right whiskers.
- Fill in the lines 7-8 with the necessary code to set Input Sense Control to detect whisker movements (i.e., interrupts) on a falling edge.
- Fill in the lines 9-10 to enable interrupts for whisker movements.

[25 pts]

3- Write an AVR assembly code that waits for 1 sec using the 8-bit Timer/Counter0 with the system clock frequency of 16 MHz operating under Normal mode. This is done by doing the following:

- Timer/Counter0 is initialized to count for 10 ms and then interrupts on an overflow;
- The main part of the program simply loops, and for each iteration, a check is made to see if the loop has reach 100 iterations; and
- On each interrupt, Timer/Counter0 is reloaded to interrupt again in 10 ms.

Use the skeleton code shown below:

```
.include "m128def.inc"
.def mpr = r16
```

```

.def counter = r17
...
.ORG $0000
    RJMP Initialize
.ORG $0020          ; Timer/Counter0 overflow interrupt vector
    RCALL Reload_Counter
    RETI
.ORG $0046          ; End of interrupt vectors
Initialize:
    ...
    ...Your code goes here...
    ...

LOOP:
    ...
    ...Your code goes here...
    ...

Reload_counter:
    ...
    ...Your code goes here...
    ...
    RET

```

[25 pts]

4- Write a subroutine `initUSART1` to configure ATmega128 USART1 to operate as a transmitter and sends a data every time USART1 Data Register Empty interrupt occurs. The transmitter operates with the following settings:

- 8 data bits, 2 stop bits, and even parity
- 9,600 Baud rate
- Transmitter enabled
- Normal asynchronous mode operation
- Interrupt enabled

Assume the system clock is 16 MHz. The skeleton code is shown below:

```

.include "m128def.inc"
.def mpr = r16
.ORG $0000
    RCALL initUSART1
    RJMP Main
...
.ORG $003E
    RCALL SendData
    RETI
...
.ORG $0046
Main:
    RCALL SendData
Loop:
    RJMP Loop

initUSART1:
    ...
    ...Your code goes here...
    ...
    ret

SendData:
    ...
    ...Your code goes here...
    ...
    ret

```