

Embedded Systems Laboratory

Exercise 21

AVR Microcontrollers – part I

Exercise description:

Requirements:

Hardware: One computer PC

Software: ATMEL AVR Studio - version 7.0 and above.

During the exercise, students are to:

- Create the new GCC-executable project in ATMEL STUDIO version 7.0 or above,
- Compile and link the program,
- Observe program execution in the simulator, step by step.
- Prepare and test program execution with different data,

Report

The report should contain:

- Proper Title page
- The topic of the program
- The source code of the program with comments!!!
- Description and results of program testing
- Conclusions!!!

Report template is given on our website: <http://www.zmitac.aei.polsl.pl>

under sheet "Course MS" (microprocessor systems) / Report and project registration card templates.

ALL Program assumptions:

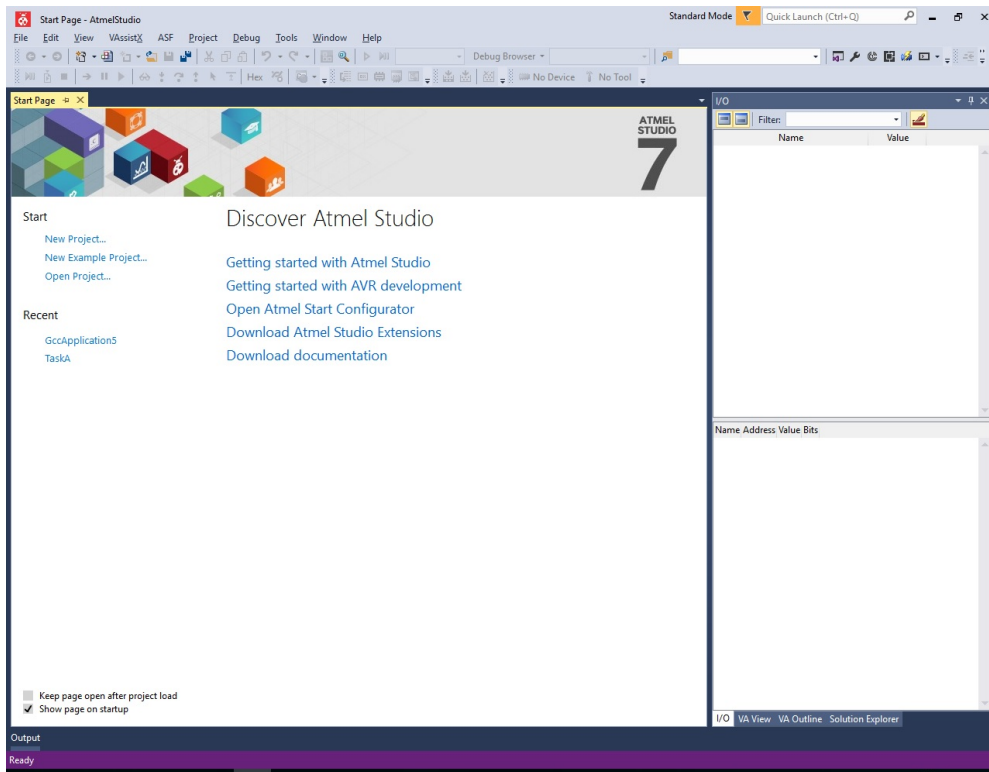
- The frequency of processor clock is equal to 16MHz,
- Microcontroller ATmega 2560,
- Port A has eight buttons connected to ground,
- Port B has eight diodes connected to a power supply,
- Other ports of the microcontroller are programmed as outputs,
- Somewhere in the program memory, there is a "TAB_ROM" table with unspecified length (from 0 bytes !!), and having the word "BACA" in the end
- Somewhere in the data memory, there is a "TAB_RAM" table – with length from 0 to not more than 100 bytes
- Programs should be written in "C" language,

ToDo:

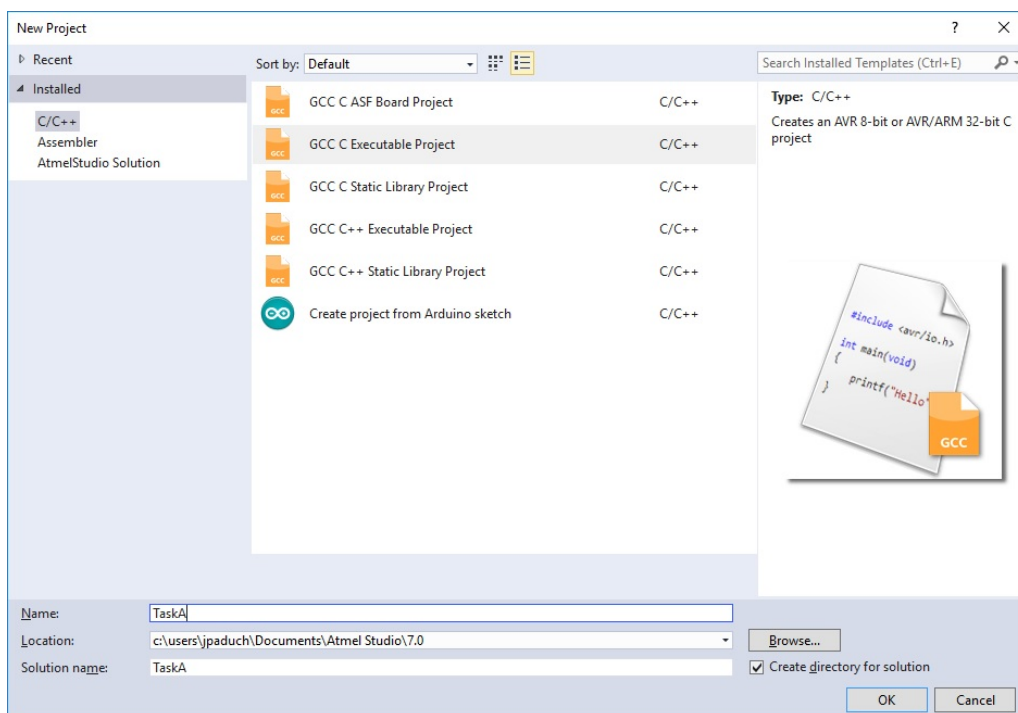
- a. Write a program which copies data from TAB_ROM to TAB_RAM one time only,
- b. Write a program which copies data from TAB_ROM to TAB_RAM. Copying should occur just if at least any one button is pressed. If the program runs into the end of one of the tables, it should begin from the beginning of the table.
- c. Write a program which only once copies data from TAB_ROM to PORT B (display data on LED's).
- d. Write a program which copies data from TAB_ROM to PORT B (display data on LEDs. If the program runs into the end of the table, it should begin from the beginning.
- e. Write a program which copies continuous data from TAB_ROM to PORT B (display data on LEDs). Displaying each byte should be delayed exactly 0.1 seconds,
- f. Write a program which copies continuous data from TAB_ROM to PORT B (display data on LEDs). Copying should occur only if at least any one button is pressed. Displaying each byte should be delayed exactly 0.2 seconds,

Create a new project:

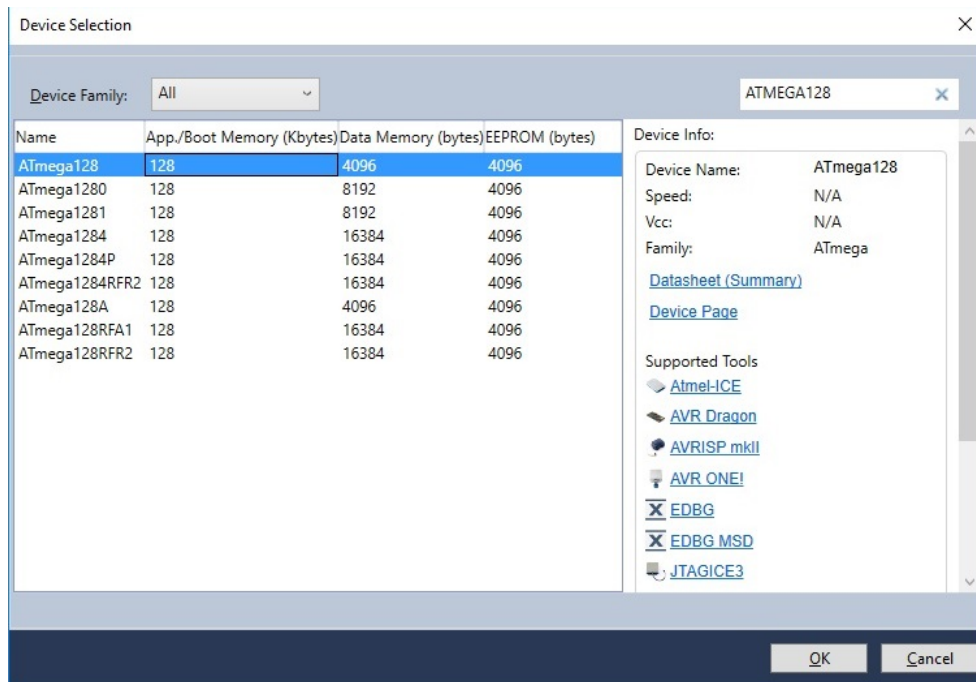
1. Run: Atmel Studio (shortcut is on the desktop)



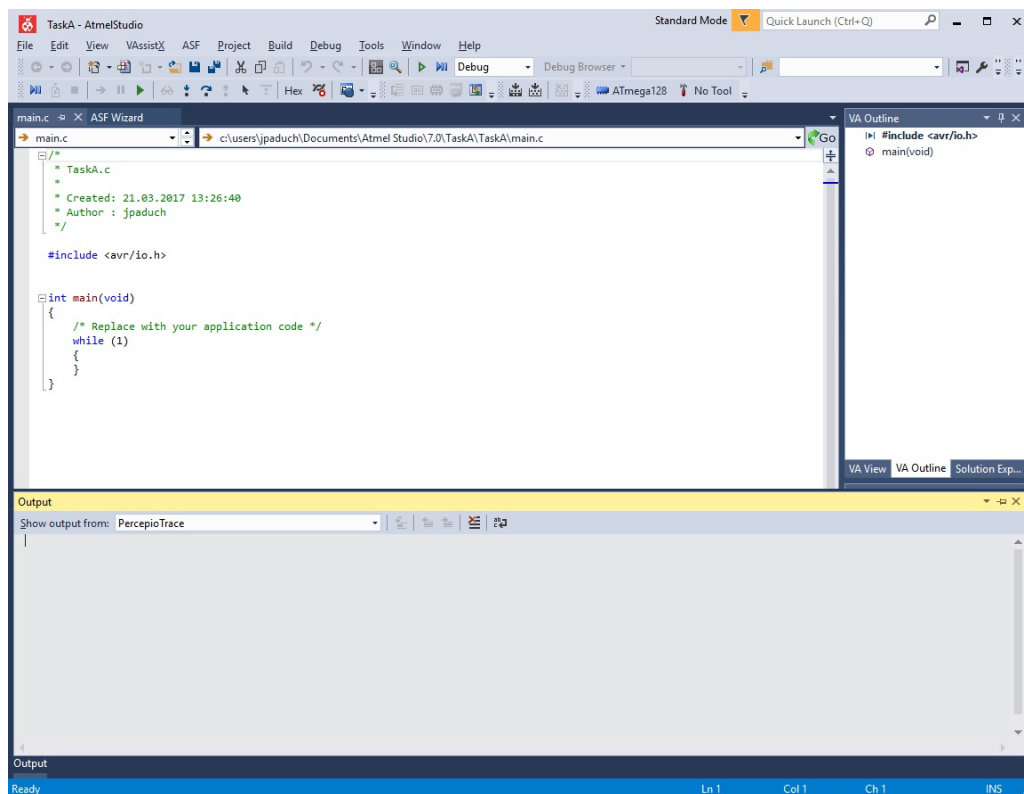
2. Create a new project: choose: Gcc Executable Project, change the new project name and then press button OK.



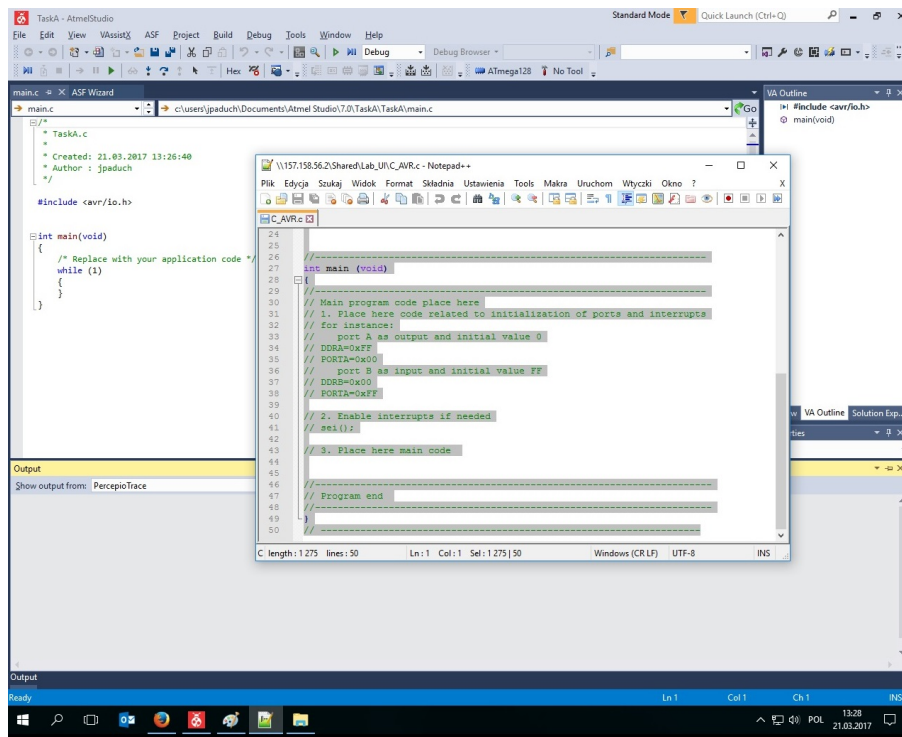
- Choose proper microcontroller type: ATMEGA128 or ATMEGA 2560 and press button OK.



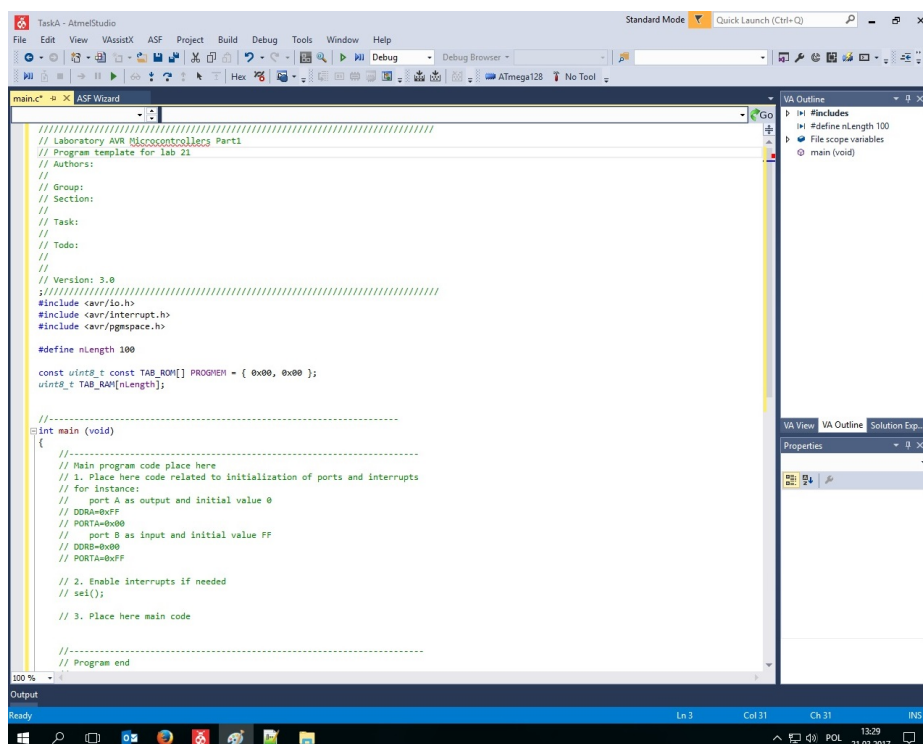
- And finally, the GCC Project is created with a sample C program



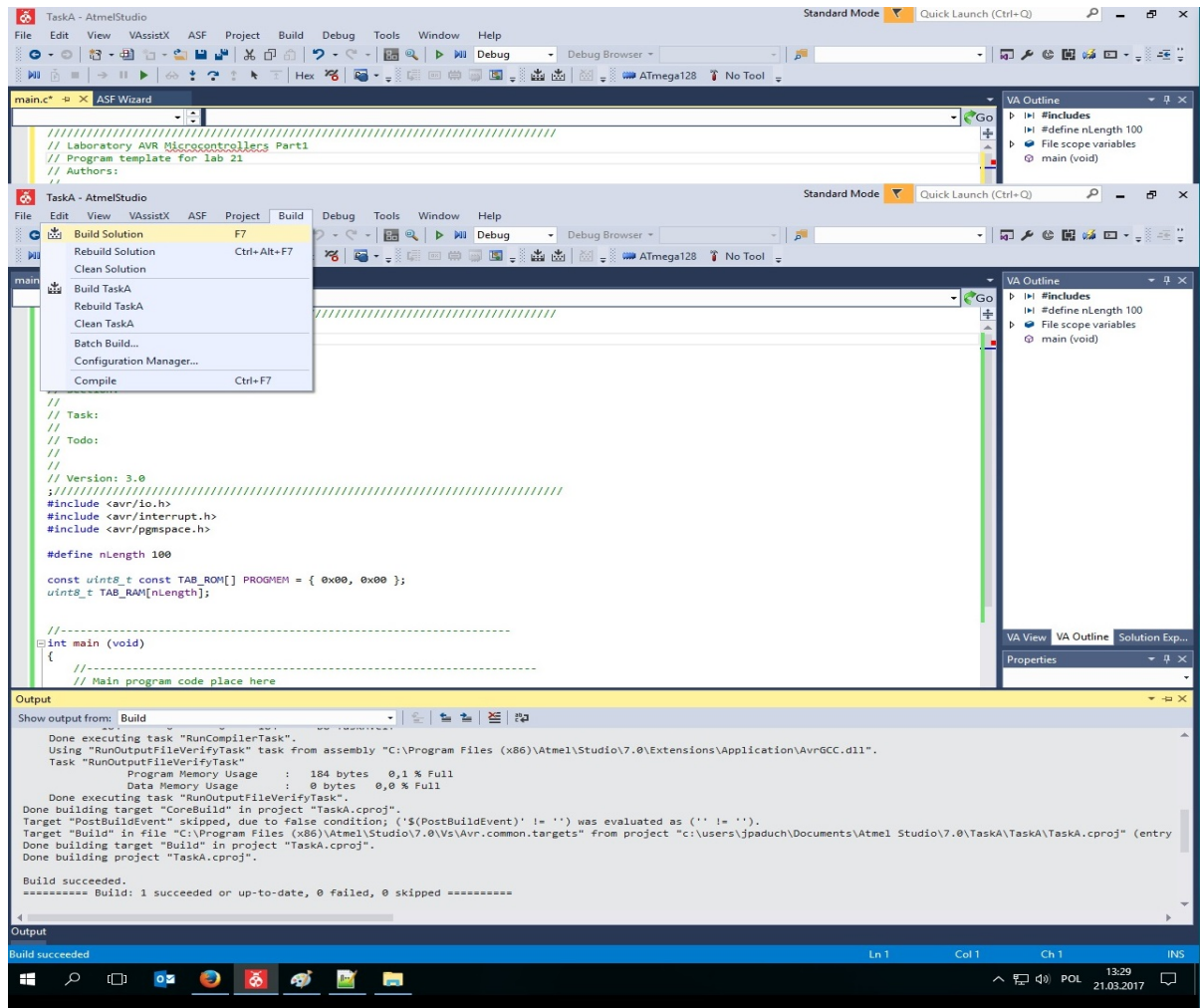
- Please replace this code and enter the program from this instruction or copy the contents from the file:: S:\Lab_ui\C_AVR.c



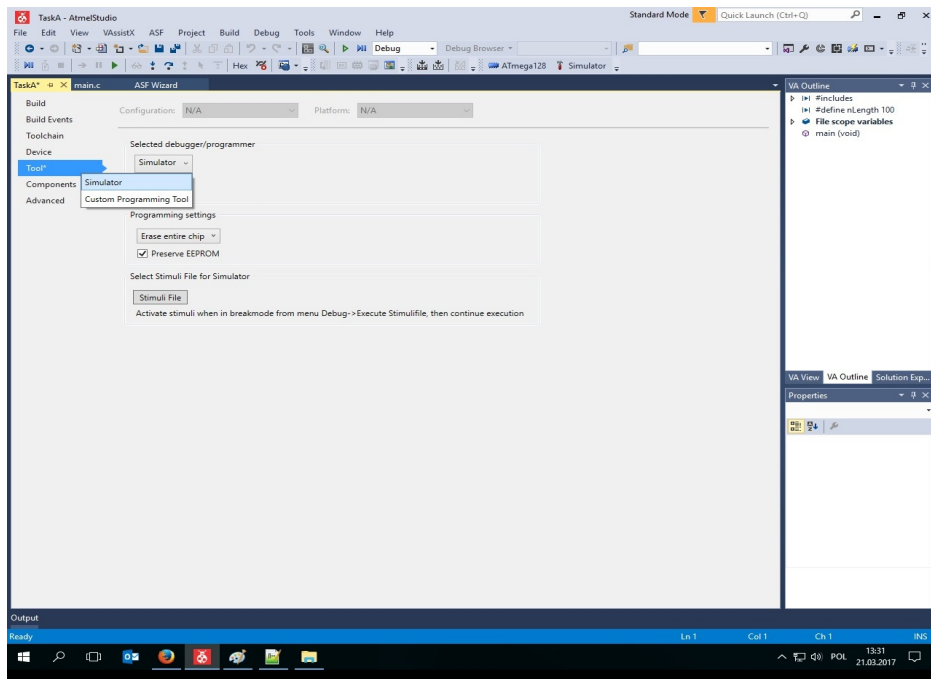
- Now all is ready to start writing a program.



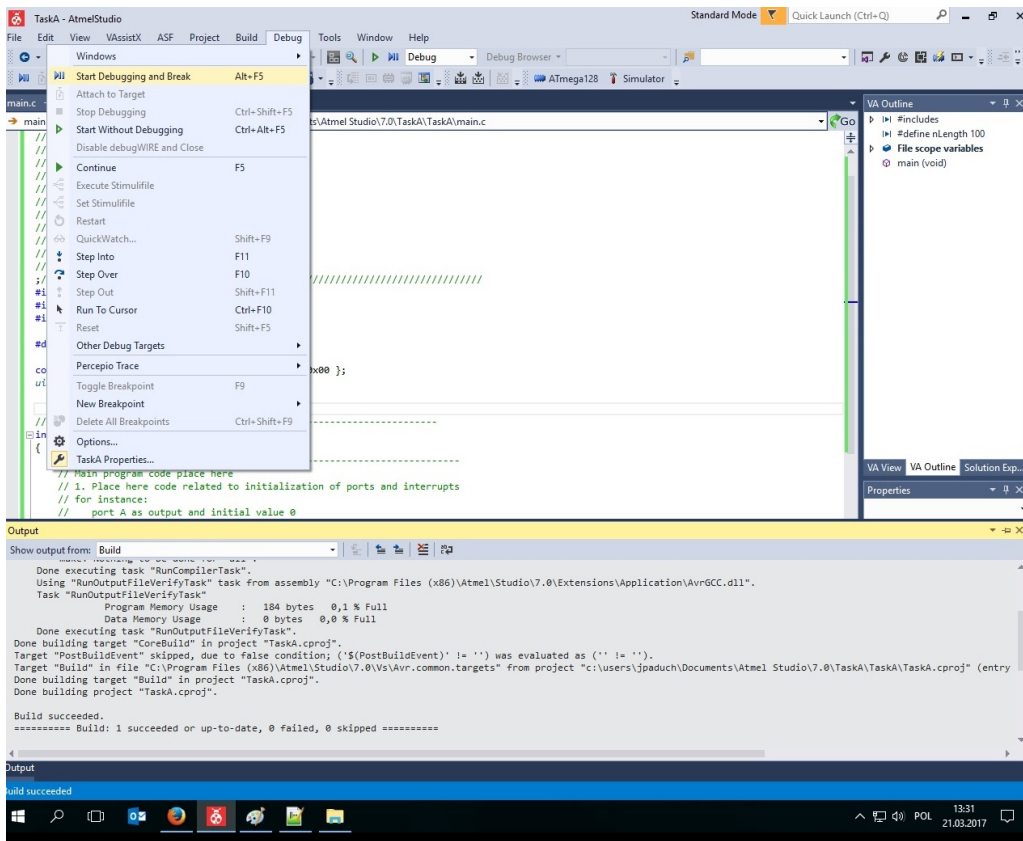
7. Building solutions



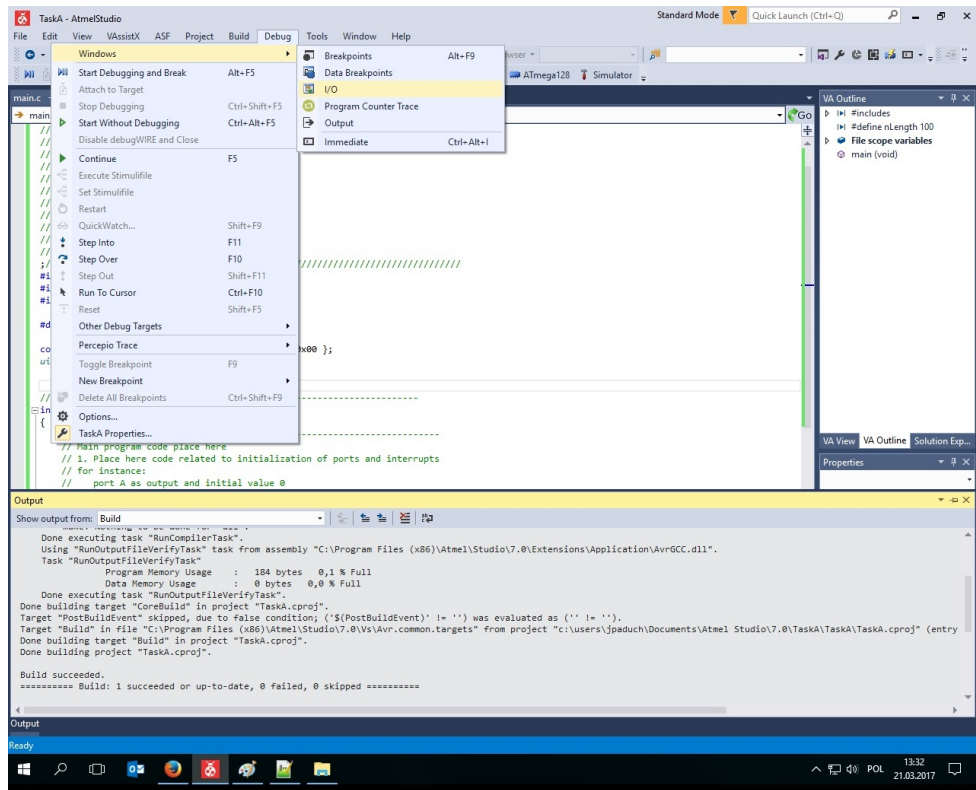
8. Running



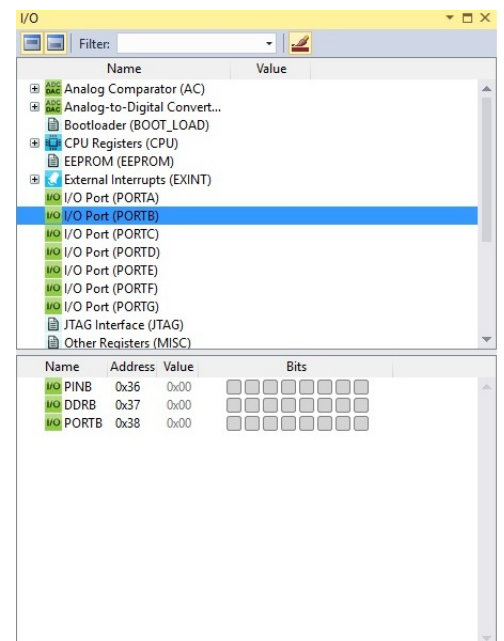
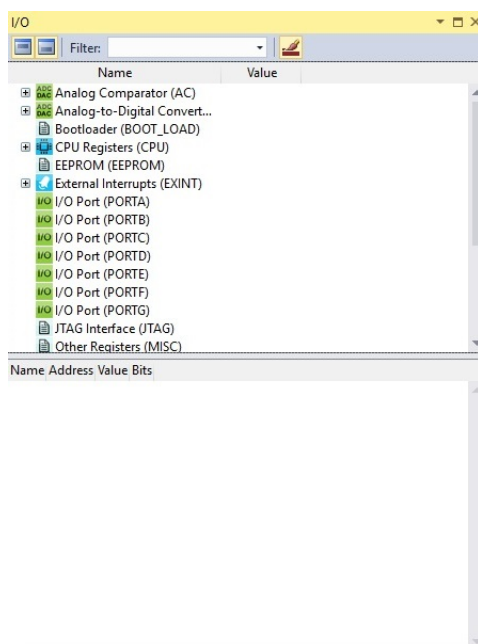
9. Debugging



10. Opening additional windows



Just open window with I/O view



Bibliography

1. Jarosław Doliński - "Mikrokontrolery AVR w praktyce"
2. Andrzej Pawluczuk - "Sztuka programowania mikrokontrolerów. AVR - podstawy"
3. Piotr Górecki - "Mikrokontrolery dla początkujących"
4. http://www.itee.uq.edu.au/~cse/_atmel/AVR_Studio_Tutorial/
5. <http://winavr.scienceprog.com/avr-gcc-tutorial/>
6. <http://imakeprojects.com/Projects/avr-tutorial/>
7. <http://www.atmel.com/products/avr/>
8. <http://www.avrfreaks.net/>
9. http://pl.wikipedia.org/wiki/Atmel_AVR
10. http://www.elportal.pl/ea/asm_avr.html
11. Jakub Jankowski, Marcin Kania, Mariusz Macheta, Łukasz Strzelecki – Opracowanie na temat mikrokontrolery AVR"

1.C-Code template

```

////////////////////////////////////
// Laboratory AVR Microcontrollers Part1
// Program template for lab 7
// Please fill in this information before starting coding
// Authors:
//
// Group:
// Section:
//
// Task:
//
// Todo:
//
//
// Version: 5.0
////////////////////////////////////
#include <avr/io.h>
// please look into header pgmspace.h functions to properly read from ROM
#include <avr/pgmspace.h>
// please change this to proper value given by the teacher
#define F_CPU 16000000L
// please correct this line according to the guidelines given by the teacher
#define <delay.h>
#define nLength 100
uint8_t TAB_RAM[nLength];
// please correct end of this table according to the guidelines given by the teacher
uint8_t const TAB_ROM[] PROGMEM = { 0x00, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08, 0x09,
0x0A, 0x0B, 0x0C, 0x0D, 0x0E, 0x0F,
    0x10, 0x11, 0x12, 0x13, 0x14, 0x15, 0x16, 0x17, 0x18, 0x19, 0x1A, 0x1B, 0x1C, 0x1D, 0x1F,
0x1F,
    0x20, 0x21, 0x22, 0x23, 0x24, 0x25, 0x26, 0x27, 0x28, 0x29, 0x2A, 0x2B, 0x2C, 0x2D, 0x2E,
0x2F,
    0x30, 0x31, 0x32, 0x33, 0x34, 0x35, 0x36, 0x37, 0x38, 0x39, 0x3A, 0x3B, 0x3C, 0x3D, 0x3E,
0x3F,
    0x40, 0x41, 0x42, 0x43, 0x44, 0x45, 0x46, 0x47, 0x48, 0x49, 0x4A, 0x4B, 0x4C, 0x4D, 0x4E,
0x4F,
    0x50, 0x51, 0x52, 0x53, 0x54, 0x55, 0x56, 0x57, 0x58, 0x59, 0x5A, 0x5B, 0x5C, 0x5D, 0x5E,
0x5F,
    0x60, 0x61, 0x62, 0x63, 0x64, 0x65, 0x66, 0x67, 0x68, 0x69, 0x6A, 0x6B, 0x6C, 0x6D, 0x6E,
0x6F,
    0x70, 0x71, 0x72, 0x73, 0x74, 0x75, 0x76, 0x77, 0x78, 0x79, 0x7A, 0x7B, 0x7C, 0x7D, 0x7E,
0x7F,
    0x80, 0x81, 0x82, 0x83, 0x84, 0x85, 0x86, 0x87, 0x88, 0x89, 0x8A, 0x8B, 0x8C, 0x8D, 0x8E,
0x8F,
    0x90, 0x91, 0x92, 0x93, 0x94, 0x95, 0x96, 0x97, 0x98, 0x99, 0x9A, 0x9B, 0x9C, 0x9D, 0x9E,
0x9F,
    0xA0, 0xA1, 0xA2, 0xA3, 0xA4, 0xA5, 0xA6, 0xA7, 0xA8, 0xA9, 0xAA, 0xAB, 0xAC, 0xAD, 0xAE,
0xAF,
    0xB0, 0xB1, 0xB2, 0xB3, 0xB4, 0xB5, 0xB6, 0xB7, 0xB8, 0xB9, 0xBA, 0xBB, 0xBC, 0xBD, 0xBE,
0xBF,
    0xC0, 0xC1, 0xC2, 0xC3, 0xC4, 0xC5, 0xC6, 0xC7, 0xC8, 0xC9, 0xCA, 0xCB, 0xCC, 0xCD, 0xCE,
0xCF,
    0xE0, 0xE1, 0xE2, 0xE3, 0xE4, 0xE5, 0xE6, 0xE7, 0xE8, 0xE9, 0xEA, 0xEB, 0xEC, 0xED, 0xEE,
0xEF,
    0xFF, 0xFE, 0xFD, 0xFC, 0xFB, 0xFA, 0xF9, 0xF8, 0xF7, 0xF6, 0xF5, 0xF4, 0xF3, 0xF2, 0xF1,
0xF0,
0xFF, 0xFF};

//-----
int main (void)
{
    //-----
    // Main program code place here
    // 1. Place here code related to initialization of ports and interrupts

```

```
// for instance:
//   port A as input and switching Pull-up resistors on
// DDRA=0x00
// PORTA=0xFF
//   port C as output and initial value FF
// DDRB=0xFF
// PORTA=0xFF
//
// Writing a logic one to PINxn toggles the value of PORTxn, independent on the value of DRxn
// Note that the SBI instruction can be used to toggle one single bit in a port.

// 2. Enable interrupts if needed
// sei();

// 3. Place here main code

//-----
// Program end
//-----
}
// -----
```