

# Lab 1: Git version-control system, AVR tools – David Garcia Torre

1. Submit the GitHub link to your Digital-electronics-2 repository.

<https://github.com/davidgarcia23/digital-electronics-2>

2. What is the meaning of  $|$ ,  $\&$ ,  $\wedge$ ,  $\sim$ ,  $\ll$ ,  $\gg$  binary operators? Write a truth table and explain the use of operators with examples.

$| \rightarrow$  OR

0	0	0
0	1	1
1	0	1
1	1	1

$\& \rightarrow$  AND

0	0	0
0	1	0
1	0	0
1	1	1

$\wedge \rightarrow$  XOR

0	0	0
0	1	1
1	0	1
1	1	0

$\sim \rightarrow$  Complement

0	1
1	0

$\ll \rightarrow$  Left shifting.

$0001 \ll 2 \rightarrow 0100$

### 3. Morse code application.

```
4.  *
5.  * morse.c
6.  * Author : TheGT23
7.  */
8.
9.
10. /* Defines -----*/
11. #define LED_GREEN    PB5      // AVR pin where green LED is connected
12. #define SHORT_DELAY  500      // Delay in milliseconds
13. #define LONG_DELAY   1000     // Delay in milliseconds
14.
15. #ifndef F_CPU
16. #define F_CPU 16000000      // CPU frequency in Hz required for delay
17. #endif
18.
19. /* Includes -----*/
20. #include <util/delay.h>      // Functions for busy-wait delay loops
21. #include <avr/io.h>         // AVR device-specific IO definitions
22.
23.
24. #include <avr/io.h>
25.
26.
27. int main(void){
28.     // Set pin as output in Data Direction Register
29.     // DDRB = DDRB or 0010 0000
30.     DDRB = DDRB | (1<<LED_GREEN);
31.
32.     // Set pin LOW in Data Register (LED off)
33.     // PORTB = PORTB and 1101 1111
34.     PORTB = PORTB & ~(1<<LED_GREEN);
35.
36.     for(;;) {
37.
38.         // Letter D
39.
40.         //LONG
41.
42.         // Set pin HIGH in Data Register (LED on)
43.         // PORTB = PORTB and 1101 1111
44.         PORTB = PORTB | (1<<LED_GREEN);
45.
46.         // Pause several milliseconds
47.         _delay_ms(LONG_DELAY);
48.
49.         // Set pin LOW in Data Register (LED off)
50.         // PORTB = PORTB and 1101 1111
51.         PORTB = PORTB & ~(1<<LED_GREEN);
52.
53.         // Pause several milliseconds
54.         _delay_ms(SHORT_DELAY);
55.
56.         //SHORT
57.
58.         // Set pin HIGH in Data Register (LED on)
59.         // PORTB = PORTB and 1101 1111
60.         PORTB = PORTB | (1<<LED_GREEN);
61.     }
```

```

62.         // Pause several milliseconds
63.         _delay_ms(SHORT_DELAY);
64.
65.         // Set pin LOW in Data Register (LED off)
66.         // PORTB = PORTB and 1101 1111
67.         PORTB = PORTB & ~(1<<LED_GREEN);
68.
69.         // Pause several milliseconds
70.         _delay_ms(SHORT_DELAY);
71.
72.     //SHORT
73.
74.         // Set pin HIGH in Data Register (LED on)
75.         // PORTB = PORTB and 1101 1111
76.         PORTB = PORTB | (1<<LED_GREEN);
77.
78.         // Pause several milliseconds
79.         _delay_ms(SHORT_DELAY);
80.
81.         // Set pin LOW in Data Register (LED off)
82.         // PORTB = PORTB and 1101 1111
83.         PORTB = PORTB & ~(1<<LED_GREEN);
84.
85.         // Pause several milliseconds
86.         _delay_ms(SHORT_DELAY);
87.
88.
89.     // Letter E
90.
91.     //SHORT
92.
93.         // Set pin HIGH in Data Register (LED on)
94.         // PORTB = PORTB and 1101 1111
95.         PORTB = PORTB | (1<<LED_GREEN);
96.
97.         // Pause several milliseconds
98.         _delay_ms(SHORT_DELAY);
99.
100.        // Set pin LOW in Data Register (LED off)
101.        // PORTB = PORTB and 1101 1111
102.        PORTB = PORTB & ~(1<<LED_GREEN);
103.
104.        // Pause several milliseconds
105.        _delay_ms(SHORT_DELAY);
106.
107.
108.    // Number 2
109.
110.    //SHORT
111.
112.        // Set pin HIGH in Data Register (LED on)
113.        // PORTB = PORTB and 1101 1111
114.        PORTB = PORTB | (1<<LED_GREEN);
115.
116.        // Pause several milliseconds
117.        _delay_ms(SHORT_DELAY);
118.
119.        // Set pin LOW in Data Register (LED off)
120.        // PORTB = PORTB and 1101 1111
121.        PORTB = PORTB & ~(1<<LED_GREEN);
122.
123.        // Pause several milliseconds

```

```

124.         _delay_ms(SHORT_DELAY);
125.
126.     //SHORT
127.
128.         // Set pin HIGH in Data Register (LED on)
129.         // PORTB = PORTB and 1101 1111
130.         PORTB = PORTB | (1<<LED_GREEN);
131.
132.         // Pause several milliseconds
133.         _delay_ms(SHORT_DELAY);
134.
135.         // Set pin LOW in Data Register (LED off)
136.         // PORTB = PORTB and 1101 1111
137.         PORTB = PORTB & ~(1<<LED_GREEN);
138.
139.         // Pause several milliseconds
140.         _delay_ms(SHORT_DELAY);
141.
142.     //LONG
143.
144.         // Set pin HIGH in Data Register (LED on)
145.         // PORTB = PORTB and 1101 1111
146.         PORTB = PORTB | (1<<LED_GREEN);
147.
148.         // Pause several milliseconds
149.         _delay_ms(LONG_DELAY);
150.
151.         // Set pin LOW in Data Register (LED off)
152.         // PORTB = PORTB and 1101 1111
153.         PORTB = PORTB & ~(1<<LED_GREEN);
154.
155.         // Pause several milliseconds
156.         _delay_ms(SHORT_DELAY);
157.
158.     //LONG
159.
160.         // Set pin HIGH in Data Register (LED on)
161.         // PORTB = PORTB and 1101 1111
162.         PORTB = PORTB | (1<<LED_GREEN);
163.
164.         // Pause several milliseconds
165.         _delay_ms(LONG_DELAY);
166.
167.         // Set pin LOW in Data Register (LED off)
168.         // PORTB = PORTB and 1101 1111
169.         PORTB = PORTB & ~(1<<LED_GREEN);
170.
171.         // Pause several milliseconds
172.         _delay_ms(SHORT_DELAY);
173.
174.     //LONG
175.
176.         // Set pin HIGH in Data Register (LED on)
177.         // PORTB = PORTB and 1101 1111
178.         PORTB = PORTB | (1<<LED_GREEN);
179.
180.         // Pause several milliseconds
181.         _delay_ms(LONG_DELAY);
182.
183.         // Set pin LOW in Data Register (LED off)
184.         // PORTB = PORTB and 1101 1111
185.         PORTB = PORTB & ~(1<<LED_GREEN);

```

```

186.
187.                                     // Pause several milliseconds
188.                                     _delay_ms(SHORT_DELAY);
189.
190.     }
191. }
192.

```

- Screenshot of SimulIDE circuit.

