**Lab 2: Control of GPIO, LED, push button– David Garcia Torre**

1. Tables for DDRB, PORTB, and their combination.

|  |
| --- |
|  |
| DDRB | **Description** |
| 0 | **Input pin** |
| 1 | **Output pin** |

|  |
| --- |
|  |
| PORTB | **Description** |
| 0 | **Output low value** |
| 1 | **Output high value** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| DDRB | PORTB | Direction | Internal pull-up resistor | Description |
| 0 | **0** | **input** | **No** | **Tri-state**  **High-impedance** |
| 0  0 | **1**  **1** | **input**  **input** | **No**  **Yes** | **Tri-state**  **High-impedance**  **Pxn Will source current if ext. pulled low** |
| 1 | **0** | **output** | **No** | **Output Low** |
| 1 | **1** | **output** | **No** | **Output High** |

Table with input/output pins available on ATmega328P

|  |
| --- |
|  |
| Port | **Pin** | **Input/output usage?** |
| A | x | Microcontroller ATmega328P does not contain port A |
| B | 0 | Yes (Arduino pin 8) |
|  | 1 | Yes (Arduino pin -9) |
|  | 2 | Yes (Arduino pin -10) |
|  | 3 | Yes (Arduino pin -11) |
|  | 4 | Yes (Arduino pin 12) |
|  | 5 | Yes (Arduino pin 13) |
|  | 6 | No |
|  | 7 | No |
| C | 0 | Yes (Arduino pin A0) |
|  | 1 | Yes (Arduino pin A1) |
|  | 2 | Yes (Arduino pin A2) |
|  | 3 | Yes (Arduino pin A3) |
|  | 4 | Yes (Arduino pin A4) |
|  | 5 | Yes (Arduino pin A5) |
|  | 6 | No |
|  | 7 | No |
| D | 0 | Yes (Arduino pin RX<-0) |
|  | 1 | Yes (Arduino pin TX->1) |
|  | 2 | Yes (Arduino pin 2) |
|  | 3 | Yes (Arduino pin ~3) |
|  | 4 | Yes (Arduino pin 4) |
|  | 5 | Yes (Arduino pin ~5) |
|  | 6 | Yes (Arduino pin ~6) |
|  | 7 | Yes (Arduino pin 7) |

Listing of C code with two LEDs and a push button

/\*

\* lab2.c

\* Author : TheGT23

\*

\* Alternately toggle two LEDs when a push button is pressed.

\* ATmega328P (Arduino Uno), 16 MHz, AVR 8-bit Toolchain 3.6.2

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\* Dept. of Radio Electronics, Brno University of Technology, Czechia

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/\* Defines -----------------------------------------------------------\*/

#define LED\_GREEN PB5 // AVR pin where green LED is connected

#define LED\_RED PC0 // AVR pin where red LED is connected

#define BUTTON PD0 // AVR pin where the button is connected

#define SHORT\_DELAY 500 // Delay in milliseconds

#ifndef *F\_CPU*

#define *F\_CPU* 16000000 // CPU frequency in Hz required for delay

#endif

/\* Includes ----------------------------------------------------------\*/

#include <util/delay.h> // Functions for busy-wait delay loops

#include <avr/io.h> // AVR device-specific IO definitions

/\* Functions ---------------------------------------------------------\*/

/\*\*

\* Main function where the program execution begins. Toggle one LED

\* and use function from the delay library.

\*/

int main(void){

// Set pin as output in Data Direction Register

// DDRB = DDRB or 0010 0000

DDRB = DDRB | (1<<LED\_GREEN);

// Set pin LOW in Data Register (LED off)

// PORTB = PORTB and 1101 1111

PORTB = PORTB & ~(1<<LED\_GREEN);

// Set pin as output in Data Direction Register

// DDRC = DDRC or 0010 0000

DDRC = DDRC | (1<<LED\_RED);

// Set pin LOW in Data Register (LED off)

// PORTC = PORTC and 1101 1111

PORTC = PORTC & ~ (1<<LED\_RED);

/\*PUSH BUTTON\*/

DDRD = DDRD & ~(1<<BUTTON); // input

PORTD = PORTD | (1<<BUTTON); // enable internal pull up

// Infinite loop

while (1) {

// Pause several milliseconds

*\_delay\_ms*(SHORT\_DELAY);

if(bit\_is\_clear(PIND,BUTTON)){

// Invert LED in Data Register

// PORTB = PORTB xor 0010 0000

PORTB = PORTB ^ (1<<LED\_GREEN);

PORTC = PORTC ^ (1<<LED\_RED);

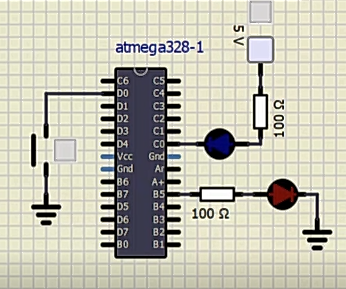
}

}

// Will never reach this

return 0;

}

Screenshot of SimulIDE circuit

Knight Rider application. Submit:

* Listing of C code.

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\* Author: David Garcia Torre

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/\* Defines -----------------------------------------------------------\*/

#define LED\_RED1 PC0 // AVR pin where red LED 1 is connected

#define LED\_RED2 PC1 // AVR pin where red LED 2 is connected

#define LED\_RED3 PC2 // AVR pin where red LED 3 is connected

#define LED\_RED4 PC3 // AVR pin where red LED 4 is connected

#define LED\_RED5 PC4 // AVR pin where red LED 5 is connected

#define LED\_RED6 PC5 // AVR pin where red LED 6 is connected

#define BUTTON PD0 // AVR pin where the button is connected

#define SHORT\_DELAY 250 // Delay in milliseconds

#ifndef *F\_CPU*

#define *F\_CPU* 16000000 // CPU frequency in Hz required for delay

#endif

/\* Includes ----------------------------------------------------------\*/

#include <util/delay.h> // Functions for busy-wait delay loops

#include <avr/io.h> // AVR device-specific IO definitions

/\* Functions ---------------------------------------------------------

\* Main function where the program execution begins.

\*/

int leds[] ={LED\_RED1,LED\_RED2,LED\_RED3,LED\_RED4,LED\_RED5,LED\_RED6};

int a=0,b=0;

int main(void)

{

// Set pin as output in Data Direction Register

DDRC = DDRC | (1<<LED\_RED1);

DDRC = DDRC | (1<<LED\_RED2);

DDRC = DDRC | (1<<LED\_RED3);

DDRC = DDRC | (1<<LED\_RED4);

DDRC = DDRC | (1<<LED\_RED5);

DDRC = DDRC | (1<<LED\_RED6);

// Set pin LOW in Data Register (LED off)

PORTC = PORTC | (1<<LED\_RED1);

PORTC = PORTC | (1<<LED\_RED2);

PORTC = PORTC | (1<<LED\_RED3);

PORTC = PORTC | (1<<LED\_RED4);

PORTC = PORTC | (1<<LED\_RED5);

PORTC = PORTC | (1<<LED\_RED6);

/\*PUSH BUTTON\*/

DDRD = DDRD & ~(1<<BUTTON); // input

PORTD = PORTD | (1<<BUTTON); // enable internal pull up

// Infinite loop

for (;;){

// Pause several milliseconds

*\_delay\_ms*(SHORT\_DELAY);

PORTC = PORTC | (1<<leds[a]);

if(bit\_is\_clear(PIND,BUTTON)){ //we select the direction with this if

if(a == 5){

b = 1;

PORTC = PORTC | (1<<leds[5]);

}else if(a == 0){

b = 0;

PORTC = PORTC | (1<<leds[0]);

} // we rest one to a unless if b is 0 that we add one

if(b == 0){

a++;

}else{

a--;

}

PORTC = PORTC & ~(1<<leds[a]);

}

}

return 0;

}